THE WORLD'S BIGGEST-SELLING AMIGA GAMES MAGAZINE

AMIGA POWER

A MAGAZINE WITH *ATTITUDE*

THE ALL-TIME TOP 100

It's back! Back! *Back!* We list the 100 best Amiga games ever! And this time we really, absolutely mean it.

Our game-by-game run-down starts on page 11

YOURS WITH ISSUE 37 OF AMIGA POWER

4 GAMES ON THIS DISK

disk 37

THE BEST PD GAMES EVER!

Here you'll find the following games from our top 100:

LLAMATRON
With the ultimate beast of burden.

ASTEROIDS
Fragmentary fun at the galaxy's edge.

PONG
Two bats. And a ball. And it's great!

DEFENDER
Oi, aliens, leave our kids alone!

AMIGA POWER

YOURS WITH ISSUE 37 OF AMIGA POWER

4 GAMES ON THIS DISK

disk 37

BANSHEE
When you see how great our demo of *Banshee* is, the last thing you'll want to do is, er, wail. (A1200 only.)

MORE OF THE BEST PD GAMES EVER!

The fun continues:

MONACO
The utterly classic racing game.

SOKO BAN
Epic crate-shunting action. Unmissable!

ADVANCED LAWNMOWER SIMULATOR
(Sorry.)

AMIGA POWER

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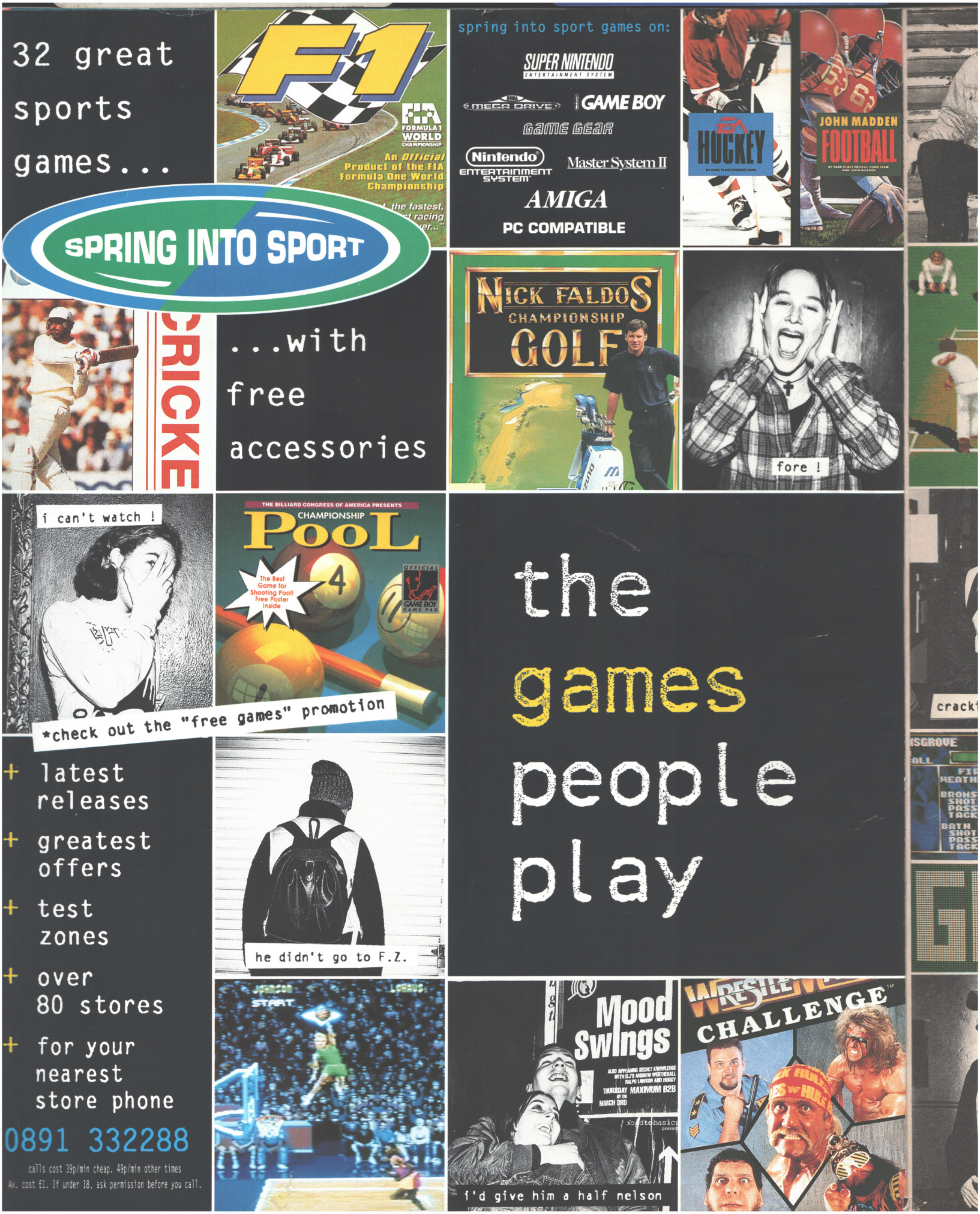
05

ISSUE 37 £3.95 MAY 1994

ISSUE 37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he didn't go to F.Z.
START
Mood Swings
THURSDAY MAXIMUM B2B
i'd give him a half nelson
WRESTLEMANIA CHALLENGE
crack

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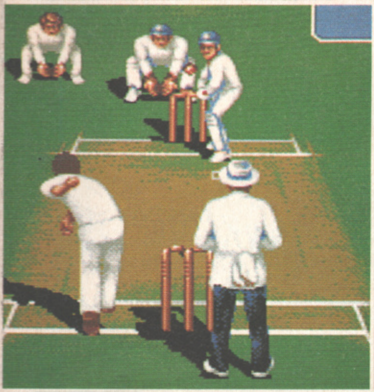

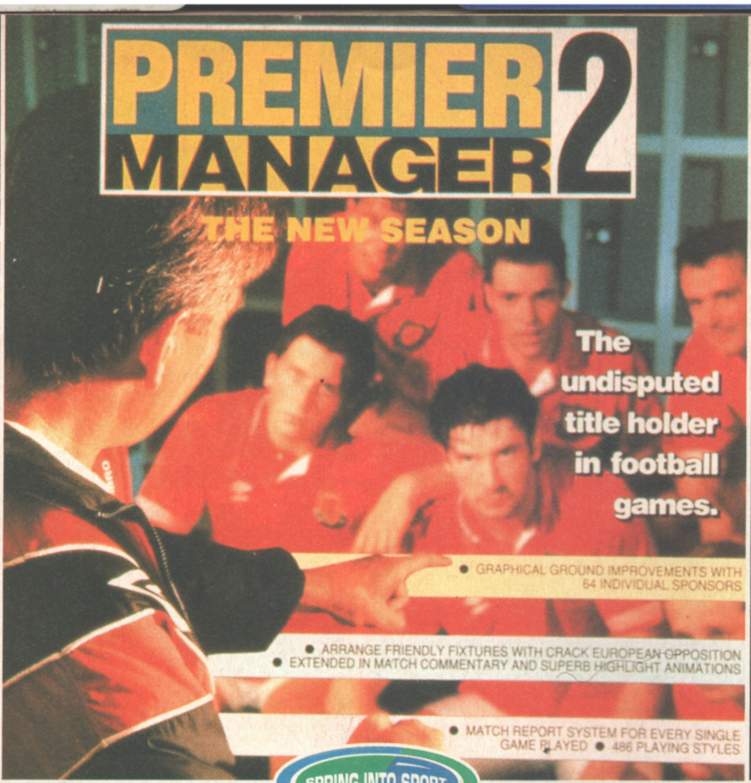
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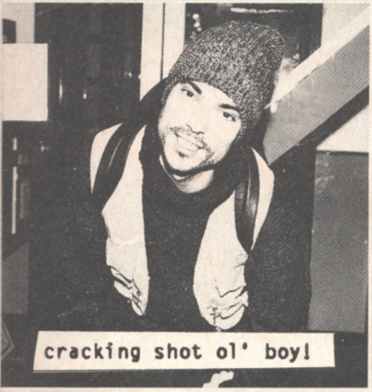
nice set of wheels

SPRING INTO SPORT


cracking shot ol' boy!

great amiga titles to choose from

AMIGA

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```
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ALL
   FIRST HALF   18:44
WEATHER:COOL BREEZES

BROMSGROVE           7:56
  SHOTS AT GOAL.......0
  PASSES ATTEMPTED...31
  TACKLES WON........12

BATH CITY           10:53
  SHOTS AT GOAL.......1
  PASSES ATTEMPTED...34    WITHE
  TACKLES WON.........3    BOOKE
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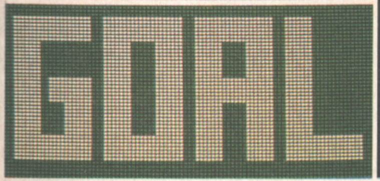
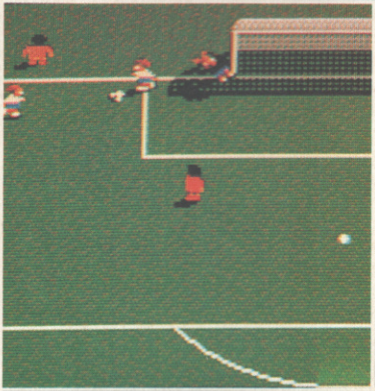
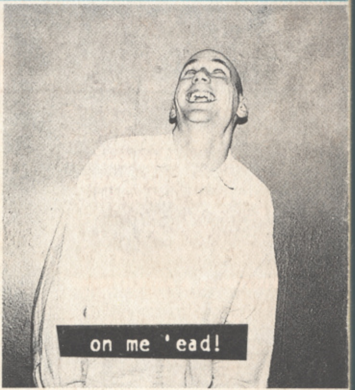
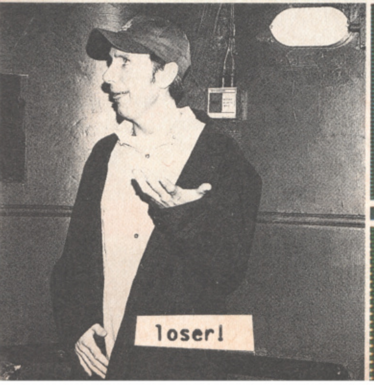
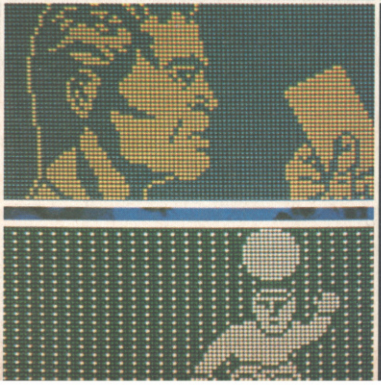


buy any of the 32 "spring into sport" games and get a free accessory. look for the special stickers and details instore.









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THIS IS... AMIGA POWER

AMIGA POWER

ISSUE 37 MAY 1994

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SPECIAL THANKS TO: Amiga Action for all the dust. Now why not eat some of ours, lads?

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11 THE ALL-TIME TOP 100
You thought we'd forgotten about it, didn't you? You were wrong.

26 ALL-NEW TRUE STORIES!
Sit down. Take a deep breath. There's a new CD32 bundle. And it's got some *good games* in it. There, there. Have a rest and a nice cup of tea, now.

34 THE GALLUP CHARTS
And nestling at the back of our new-look news and previews section, it's... *Cannon Fodder*. Plus ca change, eh?

56 COMPLETE CONTROL
Tipped until their ears bleed this month: *Cannon Fodder* (part three of four), *Jurassic Park* (part two of two) and The Last Resort with Rich Pelley (part 23 of far too many already, quite frankly).

70 SUBSCRIPTIONS
Cannon Fodder or *Mortal Kombat* for free. Haven't you done it *yet?*

72 WIN SOME CLOTHES!
Wrap up warm for summer in some lovely Lamborghini gear from Titus.

73 ANSWER US!
Your chance to tell us what you think of AMIGA POWER and win £100 of software, in our annual reader survey.

76 BACK ISSUES/MAIL ORDER
Please buy some of our back issues. We can't fit them all on the page any more. They're cheap and everything.

82 HI HO SILVER LINING
In case you didn't know, by the way, this is our regular update section featuring old Amiga games brought newly to the CD32. Obvious padding sentence.

85 PUBLIC DOMAIN
A once-in-a-lifetime special, in which Uncle Dave Golder brings you The Top 25 PD Games Of All Time. Yes.

87 DO THE WRITE THING
What's the difference between...

91 THE BOTTOM LINE
Or: Lots of Amiga games, listed.

96 THE SECRET GARDEN
There are no losers in our free ads section, only winners. Except Steve, who has to type them all in every month.

98 WISH YOU WERE HERE
And we *do* wish you were here, sometimes. Because we love you.

WELCOME TO AMIGA POW

Hello. I'm the new editor of AMIGA POWER. And I'm absolutely delighted about it, and not, for example, utterly terrified at the prospect of having to attain mastery over the most formidable team of journalists ever assembled. (Linda, just for the record, is now spreading warmth and

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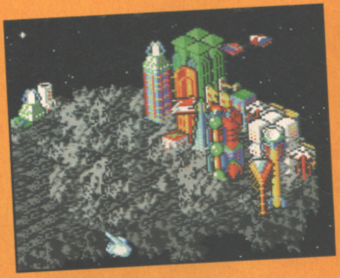
GAMES OF THE MO

APOCALYPSE
It's taken an awful long time in coming, but it's here 'now'. Ha ha, get it? 'Now'. You see? Ha.
Page 38

DARKMERE
Interestingly, 'Darkmere' is in fact an anagram of... oh. Nothing at all, unfortunately.
Page 42

BRIAN
Brian T
Crap B
Game,

HEIMDALL 2
But what we really want to know is, what was wrong with *Heimdall 1* in the first place?
Page 48



K240
But what we really want to know is, what was wrong with *K239* in the first – no, hang on...
Page 50

TOT
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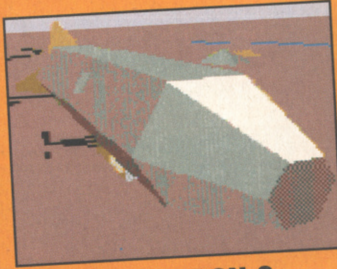

ARMOUR-GEDDON 2
But what we really want to know is, what was wrong with *Heimdall* – no, er... Sod it. I'm going home.
Page 48

TOP 100

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STUART WOULD JUST LIKE TO SAY: 'It's raining here, flowers and fear, I'm not scared a bit.'

SAL WOULD JUST LIKE TO SAY: 'There's been a terrible mistake! Get me out of here! Help!'

CAM WOULD JUST LIKE TO SAY: 'Humour's not as funny as it used to be.'

SARAH WOULD JUST LIKE TO SAY: 'Don't tell Paula.'

STEVE

STEVE

OVER 151

GAMES REVIEWED EVERY MONTH. BLIMEY, THAT'S A LOT, ISN'T IT?

A POWER

happiness in our sister magazine Total.) And conveniently, my arrival coincides with AMIGA POWER's seizing its rightful place as The World's Biggest-Selling Amiga Games Magazine. That's right – we're Number One, selling on average 54,124 copies every month. Which is rather a lot.

Jonathan Davies, Editor

E MONTH

BRIAN THE LION

Brian The Oh No Not Another Crap Bloody Cute Platform Game, more like.

Page 44

TOTAL CARNAGE

You've got no idea how hard it was to resist a '*Total Crap*, more like' gag. So we didn't.

Page 52

You know, it doesn't matter how many times we do it, it never gets any easier. *Sensible Soccer* or *Cannon Fodder*? *Blob* or *Putty*? *Desert Strike* or *International Rugby Challenge*? All these questions and some even stupider ones are answered, and it all starts on page 11...

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MAY 1994

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John Madden Football --78
Wing Commander---------78
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A-train ----------------------79

STEVE F WOULD JUST LIKE TO SAY: 'Hey man, where'd you get that lotion?'

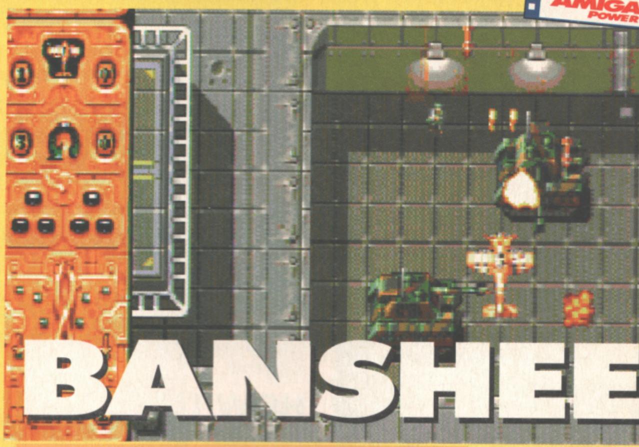
STEVE M WOULD JUST LIKE TO SAY: 'In motorcycling terms, I'm six feet six.'

disk 37

It's back. Back! BACK! The second disk on the front of AMIGA POWER is back for good (well, for the foreseeable future, at least), and to celebrate we've gone complete-game crazy, with all the PD titles from our brand-new All-Time Top 100, plus some other ones, plus a... well, *look*.

disk
AMIGA POWER

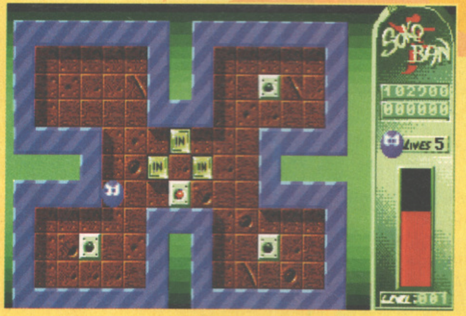
INTRODUCING DISK 37

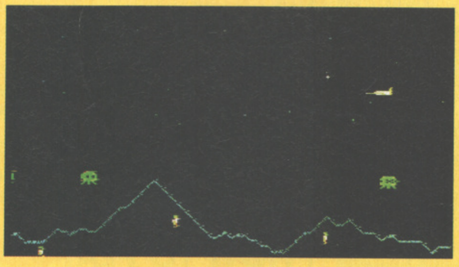


A big chunk from out of Core Design's superb-looking new A1200-specific vertically-scrolling shoot-'em-up. If you haven't got an A1200 already, get one now and play this.

THE BEST PD GAMES EVER!

When we were compiling this year's brand-new All-Time Top 100 (turn to page 11 for the full rundown), we were more than a little surprised to find no less than five (count 'em!) Public Domain games sneaking into the listing while our backs were turned. We thought that this was something worth shouting about, though (in these recession-conscious days), so we've stuck 'em all on a disk for you (except for *Tetris Pro*, which was on the cover just two issues ago), along with a few more choice cuts from the land of the free (game) which didn't quite make it. But which ones are which? You'll have to read the Top 100 to find out...





TOP 100

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 37, DisCopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll not only completely ignore it, but we'll sell your name to insurance-mailing companies as well.

disk 37

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.

- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.

- An options menu will appear. Simply follow the instructions to load the game of your choice.

- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.

- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

OH NO! SOMETHING WENT WRONG!

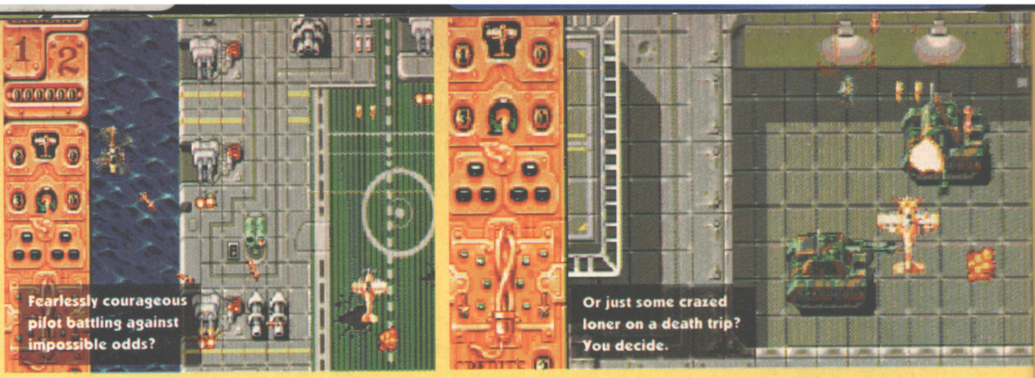
- Are you sure?

- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 37 Returns
DisCopy Labs
PO Box 21
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.


Fearlessly courageous pilot battling against impossible odds?

Or just some crazed loner on a death trip? You decide.

BANSHEE

Authors: Core Design
A1200 Only

WHAT IT IS

Banshee (orig. Irish folklore) noun. A female spirit who wails and shrieks before a death in the family to which she is attached.

HOW TO PLAY

Interesting indeed, but quite what a screaming girlie ghost has to do with an aeroplane is beyond us. Maybe the scream's being produced by the howling turbo-prop as it shrieks over the waves, and perhaps the impending death refers to the fiery waves of outgoing ordnance. Or maybe the programmers just liked the sound of it.

Who knows? Who cares? Not us for sure, because when a game demo's this good, they could have called it 'Mr Jolly-Tots Goes To Plimble-Land' and we'd still like it. Resurrecting that tried-and-tested 1943 formula (but only on the A1200, sorry A500 owners), *Banshee* pits your reflexes against slightly crap enemies. Poor quality soldiers they may be, but when there's hundreds and hundreds of them, even pathetically slow guided missiles and badly-aimed bullets tend to get in your way.

Power-ups are rewarded for blowing up something big, and if everything gets too intense, you can loop-the-loop your way out of danger (Player one – space bar, player two – numbers on the keypad) as long as the display on the left says you can. Power ups remain even when you're killed (hurrah!) and are cumulative, so double hoorah, and many, but not all of them, are listed here:

POWER-UPS AHOY!

These little propellors make you zip about quicker.

Notches up your firing to speed up that death thang.

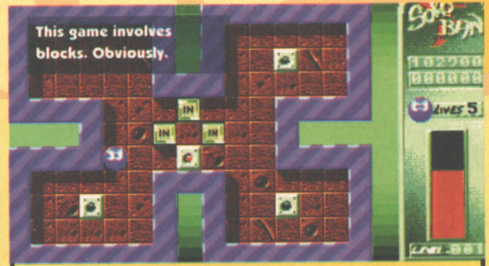
This one's got us stumped. Hard hitting bullets, maybe.

Gives you two diverging streams of fire. Whoopee.

Yee-haw!! It's a spare loop-the-loop power up thing.

The ever so helpful 'two extra directions to fire in.'

Cleverly repairs your plane in mid flight. A Good Thing.


This game involves blocks. Obviously.

SOKO BAN

Author: John Hardie

WHAT IT IS

Calling all programmers, calling all programmers. As you'll have almost certainly worked out by now, we're back up to two disks at the moment. Now whereas some mags just spread out one disk worth of stuff over two to con you into thinking you're getting more *('Add value.' – A Publisher)*, we're determined to keep ours choc-a-block full of playable stuff. This means that now more than ever, we need all manner of quality merchandise, so if you've got any, send it in and you WILL be rewarded.

HOW TO PLAY

John Hardie from West Lothian heard the call and sent us this tricky little puzzler. Instructions are in the game, but basically you've got to race against the clock to push blocks about, which is a lot harder than it sounds. You have to cover all of the 'block destination' squares with blocks, for reasons which we can't quite recall right now, and you can only push the blocks, not pull them. It's tough, so wear a hat.

PONG

Author: Claudio Buraglio

TOP 100

WHAT IT IS

In 1972, Nolan Bushnell formed a small company in California and hired a young programmer called Allen Alcorn to come up with a game. Three months later, they'd finished the prototype version, which they took down to Andy Capp's Tavern in Sunnyvale. They taped a box onto the machine and asked for people to put quarters in it, and by the end of the next year, coin-op versions of this crude machine had raked in over $3 million. The game was called *Pong*, the company was called Atari, and the rest is history...

HOW TO PLAY

PLAYER ONE KEYS:	PLAYER TWO KEYS:
Left Shift – Up	Right shift – Up
Left Alt – Down	Right Alt – Down
Ctrl – Serve	Return – Serve

F1 – Cycles Player One controls
F2 – Cycles Player Two controls
F10 – Large/small bats
Del – Reset score
Help – Toggle colour/mono mode (use in conjunction with the number pad for that classic full-on black-and-white look)
Space – Toggle through tennis/football/squash/practice
+ and – on keypad – increases/decreases ball speed

Holding down Help in combination with...

Keypad 1-3 – Alters amount of blue
Keypad 4 -6 – Alters amount of green
Keypad 7-9 – Alters amount of red

ASTEROIDS

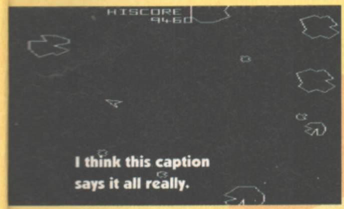
Author: Kris Schulte

WHAT IT IS

Prepare for a 1979 flashback! T-shirts were tight and horrible, pants were flared and horrible, Blondie, The Jam and Hot Chocolate were topping the music charts and *Asteroids* was the smash hit at the arcades. Converted perfectly from the coin-op version by German coder Kris Schulte, this version shows you youngsters out there what arcade games used to be like before all of that colour nonsense reared its head. As with *Defender*, for some odd A1200 hardware reason, you can't press two keys at the same time, which if nothing else is one up for standard Amiga owners. You can't win *Asteroids*, so it's just a question of how long before you lose. Big rocks become little rocks, the screen wraps around on all sides and the small UFOs aim at you where as the big ones fire randomly. In the bad old days this was an A500-only game, but now A500+, A600 and A1200 owners can join in the fun too. All hail AMIGA POWER!

HOW TO PLAY

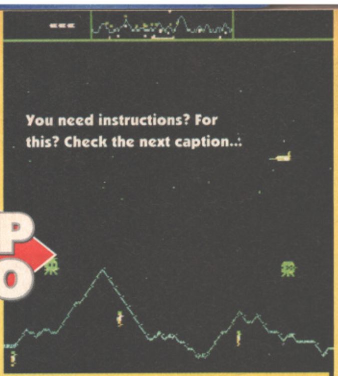
Although you can use a joystick (up to thrust, down for hyperspace) we strongly recommend you use the keyboard (as long as you don't have an A1200), and that you start playing. Right now.



I think this caption says it all really.

. – Thrust
Z – Rotate left
X – Rotate right
Space – Hyperspace
/ – Fire

DEFENDER

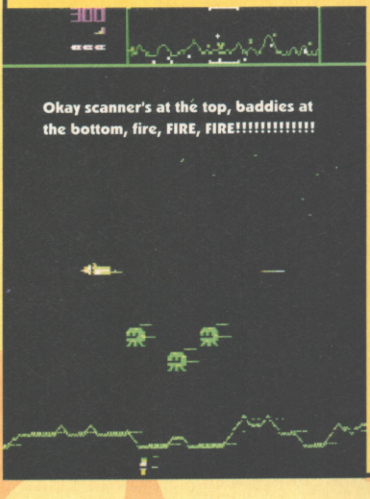


You need instructions? For this? Check the next caption..:

Authors: Acid Software

WHAT IT IS

Coin-op giants Williams' addition to the arcade games hall of fame came in 1982 with the introduction of the terrible fast, awfully frantic, tiresomely perfect blast-everything-to-hell-and-rescue-the-Humanoids-'em-up *Defender*. This version's written in *Blitz Basic 2* by top Antipodean programming team Acid Software, and it's arcade-perfect apart from the hyperspace (there isn't one) and the laser beams (which are shorter) but we reckon you can live with that.



Okay scanner's at the top, baddies at the bottom, fire, FIRE, FIRE!!!!!!!!!!!!!

HOW TO PLAY

The keys work like this:

A – Up
Z – Down
Space – Reverse
? – Thrust
Shift – Fire
Return – Smart Bomb
or you can use the joystick for everything except Smart Bombs.

Check the scanner at the top for green Landers, which are trying to make off with your purple Humanoids. If you shoot a Lander that's grabbed a Humanoid and then place the Humanoid back on the ground, you get a bonus, but if it reaches the top, it turns into a Mutant which then follows you until one of you gets killed. Pods, Bombers, Swarmers and Baiters get in on the act by trying to kill you, but on the good side, you do get an extra life and smart bomb every 10,000 points.

LLAMATRON

Author: Jeff Minter

WHAT IT IS

Jeff Minter's classic blaster may look a bit 8-bitty on these screen shots, but once the screen's filled with superfast monsters (and llamas) and there's outgoing fire in all directions, you tend to forget about this and concentrate on PD's finest hour. Looking more *Smash TV* than most official versions of the frantic 360-degree coin-op, *Llamatron*'s set in a near future where aliens are killing every sheep, goat and llama on the planet, which is shallow enough justification for all this slaughter.

HOW TO PLAY

If it doesn't look like a farm-yard animal, kill it. If it does, rescue it and then kill everything else. You fire automatically in the direction you're moving, but the fire button locks the direction. Remember – Shoot everything that doesn't have four legs. Got that?

WHAT IT IS (SLIGHT RETURN)

NB *Llamatron* is a Shareware game, so if you like it, you really ought to bung a fiver in the direction of Jeff Minter. The address, we hope, can be found on the disk. In return, Jeff will send you some other nice stuff. Do the right thing.

ALS

Authors: Team 4½

WHAT IT IS

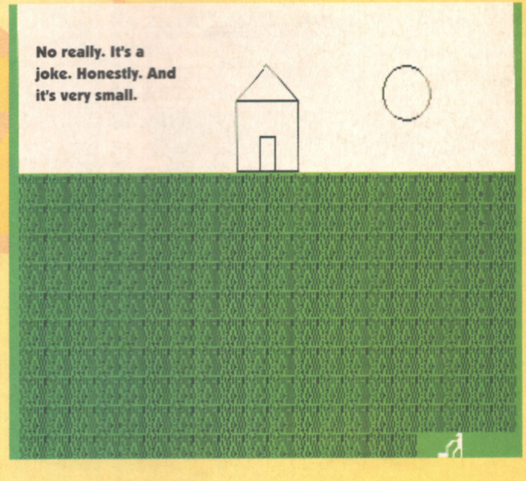
Here on AP we love two things – old Spectrum games and up and coming programmers. So how could we resist the following letter?

Dear AP,
Oh dear. In classic Spectrum fashion, Team 4½ have started their career by sending you a stylishly poor game. Try it on your Amiga and it should be hunky-funky-dory, but if not, well tie me down with a freshly poked Volvo, you might presume that ALS is "Kaputt" as the Germans might say. Which it is, sort of.
Hugs 'N' Kisses, C-Monster and Team 4 ½

ALS stands for *Advanced Lawnmower Simulator*, an 8-bit classic first seen in the pages (and on the covertape) of our dear departed sister magazine Your Sinclair. And before you write in and complain – we know, alright?

HOW TO PLAY

Oh, you'll work it out.



No really. It's a joke. Honestly. And it's very small.

MONACO

Author: David Taylor

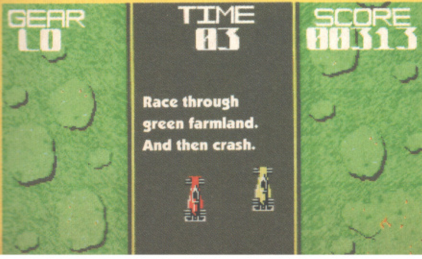
WHAT IT IS

A conversion of original Sega coin-op *Monaco GP* which, embarrassingly, is still Stuart's all-time favourite driving game.

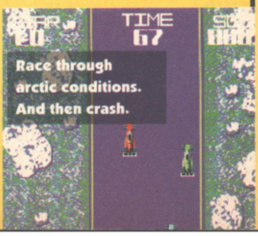
HOW TO PLAY

Race through the day. Start off at the side of the track. Accelerate and take over the pack. Crash. Race through the rain. Start off at the side of the track. Accelerate and take over the pack. Crash. Race through the dead of night. Start off at the side of the track. Accelerate and take over the pack. Crash. And so on.

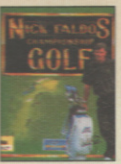
NB Some A600 owners may experience problems running *Monaco* in 50Hz mode. We're not quite sure why, but, er, sometimes it works and sometimes it doesn't. So keep trying. Sorry.



Race through green farmland. And then crash.



Race through arctic conditions. And then crash.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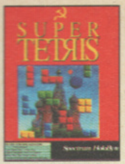
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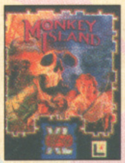
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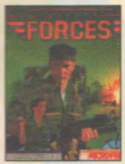
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NO12 = will not work on the A1200.

1 MEG = requires at least 1 meg of RAM to run.

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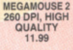
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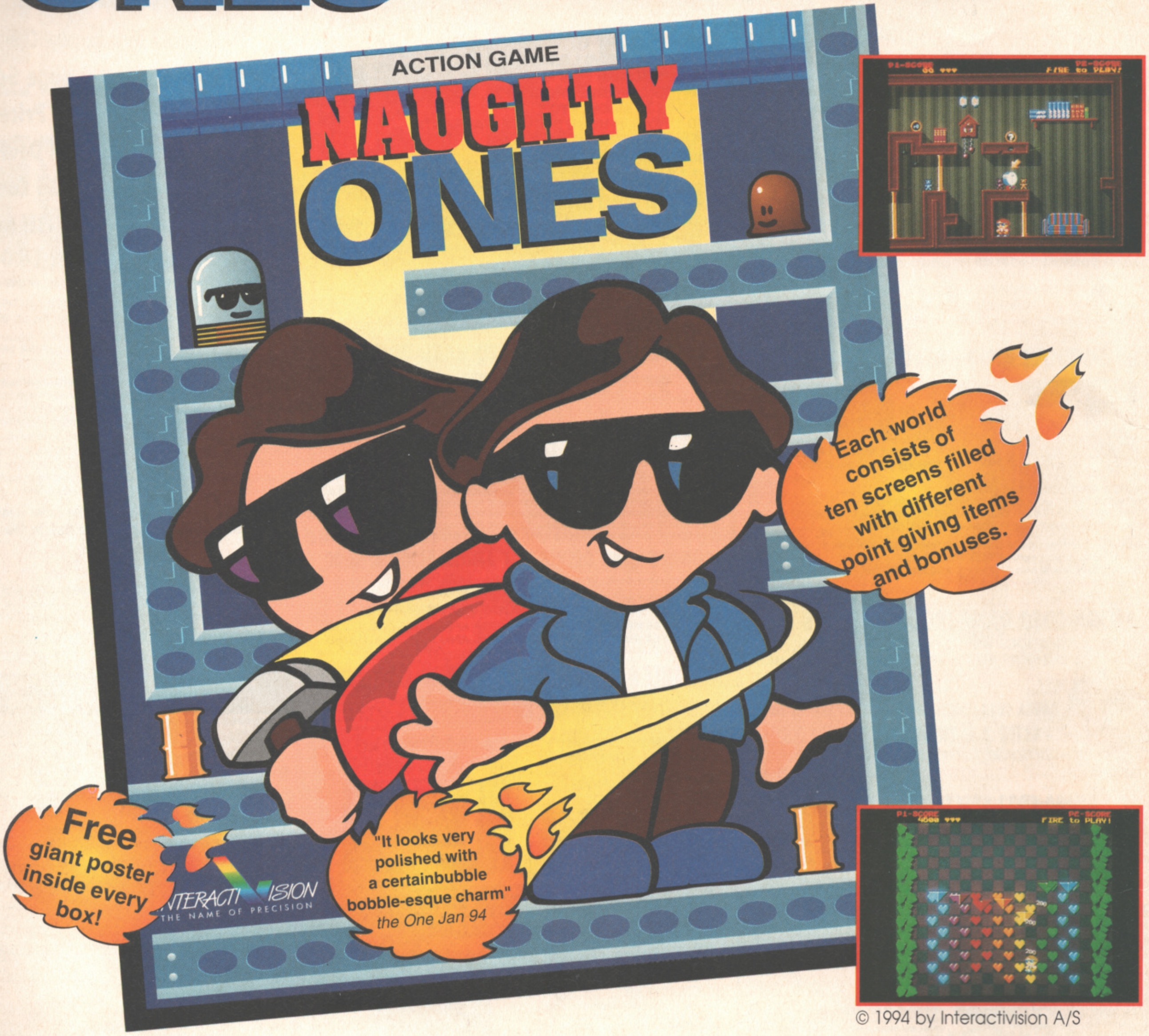
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AMIGA POWER

GLEAMS WHITER THAN WHITE WITH THE NEW IMPROVED AND FULLY BIODEGRADABLE TOP 100

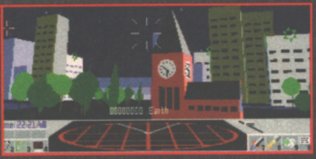
What do you do with a game when the box says 'Hot' but the magazines say 'Not?' How can you truly know whether superb graphics are just a side impact protection system and crumple zone to protect you against terrible gameplay? If someone came up to you in the street and offered you two new games for one of your old ones, would it be the bargain or rip off of the century?

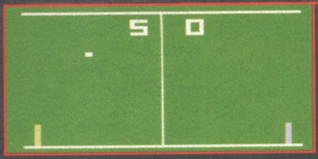
It's a tough old world out there, with every software house and their monkey promising the best, most exciting, most playable and just plain most brilliant game on the market. The thing is, you just know that they're lying, because the simple truth is that 90% of everything is rubbish. What you really need is a simple, easy to read list of the best games around for the Amiga, where hype has no place and massive advertising budgets are completely ignored. What you really need is a list of the top 100 Amiga games of all time, the way YOU want it. And as they say, at AP, you got it.

TOP 100

100 FRONTIER – ELITE 2 (Gametek) (NE)

It probably shocked more than say, seven of you, that last year's AMIGA POWER All-Time Top 100 (henceforth referred to by the not-so-snappy acronym APATTOH) kicked off with a football management game, because as a magazine, we're not generally thought of as fans of this particular genre. The same can be said for deep space, futuristic trading games, but we're forced to give a slightly grudging "Yo" and a half hearted "Re-spekt" to David Braben's decade-late *Elite* sequel *Frontier*, on the grounds that if you play it on an A1200 and drop most of the detail, it runs at a respectable speed. Sort of.



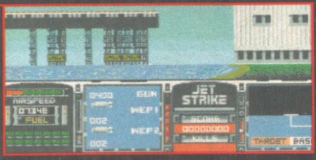


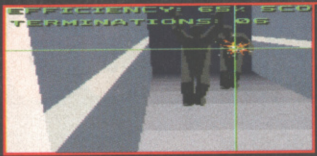
PONG (PD) (NE) 99

Lack of speed isn't a problem that befalls this little gem, though. When it first appeared on out coverdisk back in AP28, it brought half the offices at Future Publishing to a standstill. Check it out on this month's disk to see why the mother of all video games (quite literally in this case) had writers from prestige sister mag Edge dropping their 3DOs and Jaguars to play a game involving two sticks and a block. The fact that you can play it in the original monochrome form or in a whole range of zany colours is merely icing on the cake. And what a rich, fruity cake it is, with possibly a hint of brandy too.

98 JETSTRIKE (Rasputin) (NE)

Astoundingly reminiscent of the old Spectrum game *Harrier Attack*, *Jetstrike* manages to be fumblingly inefficient and quaintly old-fashioned without being outdated. Take off in all manner of aircraft, drop hundreds of different weapons on targets and crash. Many, many times. With possibly the most over the top explosions yet seen by mankind (including crashes that are only slightly short of being apocalyptic in their magnitude) and one of the strangest control systems, *Jetstrike* lies somewhere between PD and professional games, and manages to consistently be a total hoot to play.



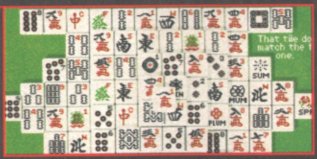


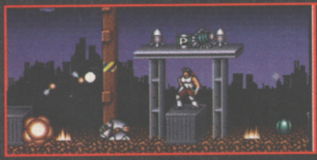
ROBOCOP 3 (The Hit Squad) (93) 97

Unusually for a film licence, *RoboCop 3*'s interesting for two reasons. First off it's not a platformer, which has got to be some kind of record, and secondly, it came out before the film on which it's supposed to be based. The combination of a subtle blue-and-grey pallette and uncommonly good polygon graphics makes for an unusual and atmospheric journey through the crime-ridden twilight world of Old Detroit. Being Robocop, you naturally get to shoot lots of people, drive fast cars and pilot jetpacks through the sky, so that's all right, and three years on, there's still no sign of the movie. Tch. Movie makers, eh?

96 SHANGHAI (Activision) (40)

You know that odd Chinese game Mah Jong? Okay, imagine taking all the little tiles with funny squiggles on them, and stacking them up into a huge pyramid on the floor. Then imagine peering down on the stack from directly above, and try to remove matched pairs of tiles without undercutting the stack. If you've got that image in your head, then you're half way to understanding *Shanghai*, although to fully appreciate its serene charm and compulsive allure, nothing beats sitting down and having a go. We're only sad that an influx of great new games has forced this so far down the APATTOH.



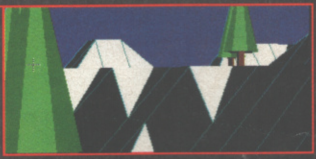


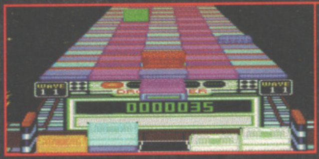
SWITCHBLADE 2 (Gremlin) (99) 95

Still kicking around the tail end of the APATTOH, we've a sneaking suspicion that *Switchblade 2*'s one of a handful of games that probably shouldn't still be here, but that we've all grown terribly fond of. It may be just another *Golden Axe*-y barbarian hack and slasher with a few platforms thrown in, but this simple description fails to convey the fun in bashing these particular baddies in this particular platform beat-'em-up. However, game technology marches on, so this will definitely be the last year that this much loved but geriatric game survives in the APATTOH. Probably. But maybe not.

94 THE SENTINEL (Firebird) (75)

Sounding like one of the stranger plots of some obscure 1970s cult 'classic' TV series, *The Sentinel* places you in a bleak, hostile 3D polygon terrain and pits you in one-on-one combat against the eponymous baddy. For reasons never quite explained, it seems that if the Sentinel can see you and you're below him, then he can drain your life force and kill you, but if you can manage to reverse the situation, then you can get him instead. Pine trees are silent observers to this possibly unique and certainly weird game of power, altitude attainment and unexplained teleportive powers.



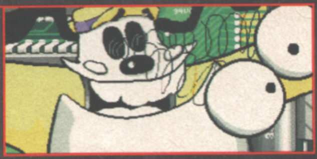


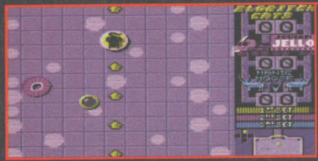
KLAX (Domark) (49) 93

There's a very silly party game called Taboo where you have to explain a word without using the ten words written down under it. If you run out of time – you lose. If you accidentally mention one of the taboo words – you lose. Now I'm fairly sure that it's not in the game, but the taboo words for *Klax* would be these - Not quite as good as, *Tetris*, blocks, conveyor belt, drop, a bit like, *Columns*, 3D effect, and so on. It's transcended every format barrier from consoles to hand helds, so shrug off your preducices and expect this to be much more than just another *Tetris* rip off. You won't be disappointed.

92 ONE STEP BEYOND (Ocean) (NE)

Avoiding the obvious Madness references, ducking past the fact that you play Colin Curly of *Quavers* fame, and hurdling over the lofty barrier that it's impossible to make it look interesting, this is one vastly entertaining game. There's no baddies, you get infinite continues and there's nothing particularly difficult about the concept, it's just that it's flipping hard to do it. Jumping off a platform makes it vanish (a good thing) but a lack of platforms makes it difficult to get to the exit (a bad thing) and if you can reconcile this problem 100 times, you've finished the game. Good luck.





PROJECTYLE (Electronic Arts) (56) 91

It's the sport of the future, and it's played in five rooms linked together in the shape of a cross. Three teams each have two goals, one for each in the arms of the cross, and one each in a room with three goals. You control a player who can knock the puck, and the idea's not so much to score goals, but to prevent goals being scored against you. It's odd, and the closest comparison we could come up with was 'air hockey on a cross-shaped pitch with three players.' Stuart and the Steves love it, JD hates it and Cam's never seen it, hence this low standing in this year's new and improved APATTOH.

90 ZOOL 2 (Gremlin) (NE)

We write this magazine on word processors, you know. They're not only faster and cleaner than typewriters (no Tippex, y'see) but they're also clever and can do computery things. Taking a list of every cute platform game on the Amiga, for instance, you could tell it to throw away all the totally crap ones, reducing the list from several hundred to a dozen. Then you could highlight the truly exceptional ones in alphabetical order. The last one in this list of maybe half a dozen would certainly be *Zool 2*, which surpasses the first *Zool* in every department so well, *Zool* doesn't get a look in. As we see here.

BUG BOMBER (Kingsoft) (NE) 89

Even in today's 'interractive' computer world, four player games are a bit thin on the ground, so it's a right fine and dandy treat when you come upon a great one. This one revolves around a maze and killing your mates (a theme we shall return to quite a bit later with *Dynablaster*) but also has undercurrents of the cult Spectrum multi-player game *Chaos*. As well as shooting at your opponents, you can also vicariously do them in by generating little drone tanks, which will wander away and wreak their own brand of mischief on the other players. Hooray, tanky tanky! As Cam is fond of saying.

88 BRUTAL SPORTS FOOTBALL (Millennium) (NE)

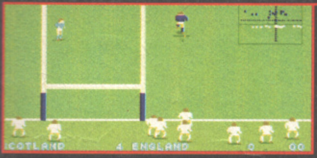
Deep down, we're not the nice people we like to think we are. We try to imagine ourselves as gentle, artistic souls, but Millennium have realised that we like nothing better than seeing blood spilled, heads wrenched off and maximum hurtage on a worryingly sadistic level, in video games at least. *BS Footy*'s a bit of a one joke game (ie death as sport) but the American football-based action's fast, furious and surprisingly competitive, and you have to play it a heck of a lot before 'injury time' (ie time given over to maiming as many of the other team as possible) ceases to be big, hard AND clever.

ALIEN^3 (Acclaim) (38) 87

Probably the only decent thing to come out of the third movie, *Alien^3* (the game) differs from Alien^3 (the movie) in that it's fun, interesting and entertaining. It's little more than a platform shoot-'em-up, but the inclusion of masses of interesting weaponry, gross and dripping backgrounds and a 'rescue prisoners against the clock' story line gives it a frantic, hang-on-for-the-ride appeal. Machine guns, grenades, flame throwers and rockets all make short work of the alien hordes as you dash about trying to free everyone before Mister Chest-Burster pops his head out to give a cheery "Hello."

86 SUPER HANG-ON (The Hit Squad) (89)

Converted flawlessly from the arcade game, *Super Hang-On* uses good old sprite scaling and other quaintly '80s concepts to give you all the thrills of high speed road racing without all those annoying downers of the real thing, such as getting high-sided at 140mph, having your leather jacket cut off you by paramedics and then dying. It's relentlessly one-track in terms of gameplay, but if crossing the finish line first is your ultimate goal, all you really need to make this an entirely realistic motorbike sim is your kid brother throwing handfuls of squashed flies in your face.

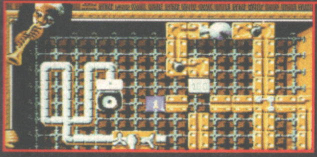


WORLD CLASS RUGBY – FIVE NATIONS (Audiogenic) (79) 85

Out of an extremely short list of contenders for 'Best rugby game on the Amiga,' *World Class Rugby* stands head, shoulders and athletic support above the rest. If you know your 'union' from your 'league' and enjoy spending your time watching a large group of powerful, fit, muscular young men grapple with each other in a sea of freezing mud *(Steady on – Ed.)* then this is surely the game for you. We don't think anyone's got round to calling this the *Sensible Soccer* of Rugby yet, but we jolly well feel it's about flipping time someone did. Maybe we should. Okay, we think it's the *Sensible Soccer*...

84 KID GLOVES (Millennium) (94)

You know, there was a time when people marvelled at more than three colours on the screen at one time and games came on ordinary audio tapes. Being a bunch of old duffers (well, over 20 anyway) this dawning era of home computing coincided with our own adolescence, so we're naturally a bit soppy and sentimental about it. Hence *Kid Gloves* in the APATTOH – it might be old, it might not have fancy parallax scrolling but it's got something a million times more important, and that's gameplay. It's platformy puzzling antics, but you've rarely seen them done so addictively brain-teasingly.

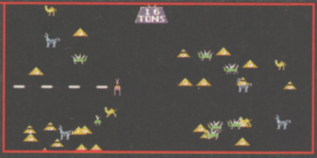


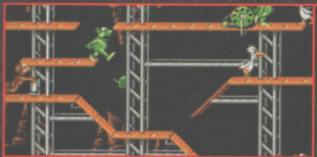
BOSTON BOMB CLUB (Silmarils) (NE) 83

By no means a new game, we've been feeling a bit guilty about leaving this one out of last year's APATTOH ever since it came out on budget and Tim Tucker waxed lyrical about saying "Wibble, wibble" while standing in a plantpot with a banana in your ear. The game's set in a hollowed-out snooker table and involves propelling bombs through a movable maze so they fall into buckets of water before they explode, but it's the all round silliness of the stuffy, frumpy, 19th century gentleman's club setting that makes it such fun to play, or just look at. It's kooky because it's French, naturellement.

82 LLAMATRON (PD) (50)

"Stand and take a sound thrashing like a man!" "A freezing shower every morning is good for your soul!" "Give no quarter, expect no mercy!" These are just three statements you'd have certainly heard if you were a soldier in the Queen's Royal Hussars in turn of the century Victorian Britain, but curiously enough, two of them also apply to *Llamatron*. It's basically a PD version of the seminal arcade blaster *Robotron* (only with llamas and sheep, natch) and involves more shooting, destruction and general mayhem than a Miss Selfridges on sale day. It also happens to be on the coverdisk.

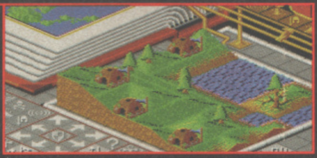




MONSTER BUSINESS (Eclipse) (78) 81

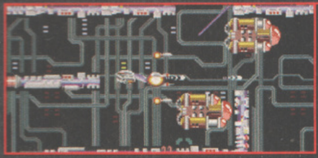
Being the longest-serving member of AMIGA POWER has certain advantages. That's why, when Stuart wanted *Monster Business* (an ancient game involving lots of platforms and baddies that can only be got rid of by being inflated so they float away) in the APATTOH and everyone else didn't, it got in here nonetheless. He insists that the gameplay's sublime, the concept's stunningly original and that if it doesn't get in, he'll resign. And then throw himself off Bath Abbey, the tallest structure in Bath. On fire. Faced with such enthusiasm about a single game, how could we refuse to include it?

80 POPULOUS (The Hit Squad) (RE)



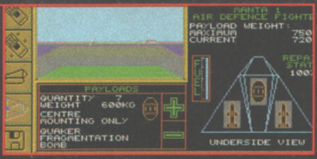
Apart from new games coming out every year, the changing line up of the AMIGA POWER team affects the APATTOH. This year, a good few of us prefer *Populous* to its slicker, but somehow less satisfying sequel. In our eyes, the original God game is still the best, and the conflict of good god (you) versus bad god (either the computer or a friend) is pure and simple entertainment. There's something so innately satisfying about building a hill so your followers can settle on it, and then flooding the world to drown your enemies, that it's possible to lose days and entire weeks in your quest for global domination.

R-TYPE (The Hit Squad) (87) 79



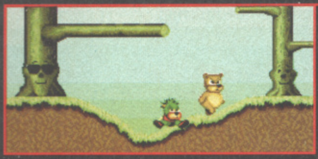
Taking the concept of the horizontally-scrolling shoot-'em-up to the extreme, you'll end up with one that's fearsomely fast, with detailed graphics, massive baddies and myriad explosions. There'll be a perfect power up system, and in the few moments of inactivity, you'll be able to hold fire down to charge up your blaster, allowing you to claw your way to the end of each level. We've just described *R-Type 2*, but that only came about because the original was so damned funky, hence its appearence here. We still get people coming into the office and asking to 'borrow' our copy. But we won't let them.

78 CARRIER COMMAND (Rainbird) (60)



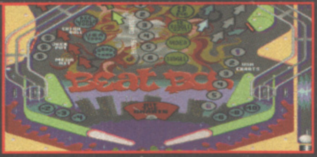
"Every sha-la-la-la, every wooh-wooh-wooh, still shines, all the oldies are goodies." So sang the Carpenters, and they were, of course, completely wrong. Most of the oldies are pretty dire, but thankfully *Carrier Command*'s not in this category. Controlling a futuristic aircraft carrier, the aim of the game's to invade a string of small islands. Helping you do this are an amazing variety of weaponry and vehicles ranging from amphibious tanks to ground attack aircraft. The 3D graphics are crude and show their age, but at the heart of this old duffer is a ticker that's still beating strong.

TEARAWAY THOMAS (Soundware) (92) 77



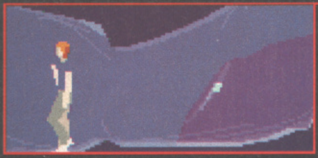
Thomas is fast. Very fast. Not fast as in Sonic the Hedgehog running down a very big hill, oh no. Fast as is in FAST. Fast as in six litres of turbo charged, fuel injected, nitrous-oxide-and-amphetamine-boosted, power-valved, after-burned engine attached to a BMX, that's how fast Thomas is. Collecting gems against the clock seems to be an obscenely impossible task, seeing as how little time you've got and how big some of the levels are, but that's before you realise how fast he is. Fast, that's how fast he is. Very fast. Did I mention how quick he is? *(Cam, you're fired again – Ed.)*

76 PINBALL DREAMS (21st Century) (54)



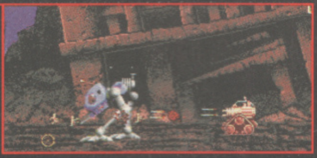
Pinball on a computer's a pretty dumb idea, isn't it? For example, you can't rest a drink on the keyboard (it'll fall over), you can't crowd round it with your mates (not enough space) and you can't even bash it to one side when the ball's going down the wrong way (it'll crash), so what's *Pinball Dreams* doing here then? 'Cos it's brilliant, that's why, with four huge and gloriously colourful tables scrolling silkily up and down your monitor as balls bounce around in a spookily realistic manner. *(I beg your pardon – Smutty Ed.)* Look up 'addictive' in your dictionary, and it'll say '*Pinball Dreams*' Probably.

ANOTHER WORLD (Kixx) (83) 75



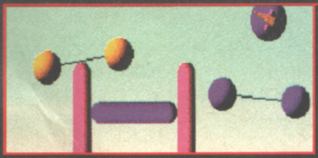
Time has shown some glaringly obvious flaws in the gameplay of *Another World*, but years after its release, it still stands out as a truly original game in a sea of generic platformers and tired old shoot-'em-up games. It's kooky 'cos it's French (naturellement) and takes the form of a movie, complete with intro sections, cutaways, fades and all that malarky. The polygon based graphics are stunning, the concept truly inspired, and the only down side is that you can do the entire game in a day, but it's worth shelling out for now it's budget priced. The shape of things to come. Possibly.

74 WALKER (Psygnosis) (58)



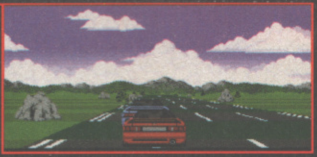
Compromise is the assassin of true art, that's our theory at least. As soon as you compromise, high art becomes ad fodder and rock classics become middle of the road 'soft metal' ballads. Thankfully for us though, THERE IS NO COMPROMISE IN *WALKER*!!! Locked into a 30 foot metal chicken, your task is to relentlessly kill, maim and pulverise your foe across time zones ranging from WW2 to a post apocalyptic future. Crank up the awesome sound to an ear-bursting levels and mercilessly mow down infantry, trains and planes to a realistic soundtrack of suffering and pain.

E-MOTION (US Gold) (62) 73



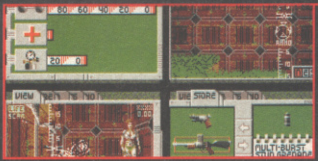
This was almost certainly written by some college type really into Newtonian physics and elastic bands. It's safe to say that version one was written on a Kray supercomputer during some downtime period, and that this fascinating game of heavy spheres connected by elastic moving through an *Asteroids*-inspired screen came about when the author should really have been investigating Brownian motion in sub-atomic particles. This almost certainly led to the student failing his degree and releasing this commercially. Hoorah, another triumph for art over real life!

72 LOTUS ESPRIT TURBO CHALLENGE (GBH) (72)



Split-screen car-racing action in one of its finest forms at 72, as you and a friend go head to head against a faceless mass of other equally fast cars. Other games that have come out since may be faster, slicker, and all round more technically impressive than this, but this one's still got that undefinable 'oomph' that make you overlook some of its technical failings. The impressive lap mode, its total hardness and that oh-so-important (yet oft missed out) slow-down-when-you-hit-things feature make it a winner even after all this time. Short of driving the real thing it's difficult to imagine more racing fun.

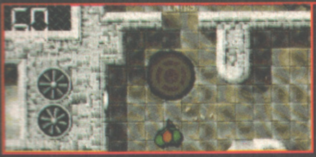
HIRED GUNS (Psygnosis) (NE) 71



Wandering round dungeons is all very well and good, but traditional first person, hack-and-slash dungeon bashes always overlook one very important facet of modern society – firearms. Thankfully, *Hired Guns* not only manages to redress the balance, but thanks to a nifty multi-windowed display, it also gives you four chances to reap the kind of bloody harvest that only miniguns, neutron flux cannons and grenade launchers can provide. As your four-man (or woman, or robot) team head further into impossibly suicidal missions, crank up the volume – the pump action shotgun's incredible.

70 NEBULUS (Hewson) (39)

This is one of that elite set of games where the character stays in the middle of the screen, and everything else moves around him, giving the impression of motion. This time the character's attempting to get to the top of a tower, which revolves round revealing all manner of doors and bad guys. If you jump up all the platforms and negotiate all the doorways which run through the centre of the tower, then the entire thing collapses rather pleasingly. Why doesn't this structural fragmentation kill him? Because he escapes in his submarine of course. It's obvious when you think about it.



ALIEN BREED 2 (Team 17) (NE) 69

First there was *Alien Breed*, and then there was a special one of it. And now there's a second. One. Of it. Team 17's range of Aliens-inspired *Gauntlet* clones have been topping the charts for over a year now and must certainly have sold more than, say, twelve by now. The idea's the same for all games, so we've choosen the biggest and newest version to represent the lot of 'em. Run around and shoot aliens, collect money for bigger and better guns and then shoot more aliens while frantically dashing for the exit. It's fast, it's fun, and it's certainly almost exactly the same as *Gauntlet*.

68 VIRUS (Firebird) (52)

Love it or hate it, there's no denying that *Virus* is a unique sort of game. The idea's simple enough (fly around a map and blow things up) but the novel 3D polygon perspective gives it a look and feel all of its own, and the seamlessly smooth way the terrain rolls across the screen is enough to make your granny (or any other family technophobic) marvel at the miracles of modern microchip technology. The curious mouse-driven control system and directional thrust method gives you all sorts of flying-around-uncontrollably problems when you first start, but with perseverence comes success.

PARASOL STARS (The Hit Squad) (48) 67

Bub and Bob, those rogueish rapscallions from *Rainbow Islands*, make a welcome return in this sequel of sorts. It's as instantly accessible as the previous games, but instead of making pretty (but deadly) rainbows, this time you use your funny (but deadly) umbrella to dispatch all of the horribly cute baddies as bloodlessly as possible. Now while this is great fun, comic umberella antics aren't quite the fantastic gimmick that rainbows are (hence its lower standing in the charts) but maximum funnage can be had by all in this excellent platformer, a fact that we respect and applaud.

66 LURE OF THE TEMPTRESS (Virgin) (47)

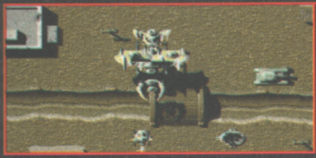
There's no way we can manage to get through the blurb on a graphic adventure without mentioning *Monkey Island*, so we won't even try. This one's got all the finesse, graphical charm and baffling puzzle-iness of that bench mark product, but loses out due to the fact that it's simply not big enough. However, we're safely into this listing now, so we'll chance our reputations by using that tired old computer journo cliche 'if this is the sort of thing you like, then you're certain to like this' and hope that no one notices... Did we get away with it? I think we did, you know... Yes, we did.

FURY OF THE FURRIES (Mindscape) (NE) 65

Stupid name and functional graphics aside, *Furries* still manages to be one of the best puzzle games to have come out this year. For all the usual computer game reasons (ruler's been kidnapped, call to arms, blah, etc) you've got to work your way across hundreds of fiendishly difficult levels in the guise of a *Furry* with several magic rings. These change both his colour and skills, so one can swim, another's got a rope and so on. It's terrifically absorbing, and comes complete with an automatic game save feature. It's kooky 'cos it's French, naturellement. *(Hang on a minute... – Ed)*

64 SOCCER KID (Krisalis) (NE)

Sensational second minute heart-breaker as rookie *Soccer Kid* slams the ball home! In a game of five levels end to end, platform performer *Soccer Kid* packs a powerful puch against a perfidious pack of second division international ne'er-do-wells. Great goals, giant game grids and glossy, errm, gripping, ahh, grit *(Eh? – Ed)* force a decisive last minute stormer through for Krisalis's kicking kid. He swerves, he kicks, he jumps, he even dribbles as this plucky young English lad blasts a path across lavish backdrops, and at the end of the day, it's the final score that counts. Over to you, Brian.

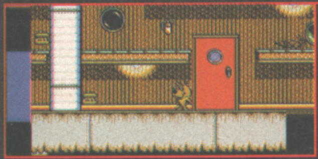


SWIV (Storm) (64) 63

Everything that has its moment of fame is doomed to plunge to obscurity. The dinosaurs had their chance and blew it, as did Hitler, Rubik's cube, Sigue Sigue Sputnik and vertically scrolling shoot-'em-ups. Curiously enough, many (if not all) of the above can now be found in the darkest recesses of your local pub, but *SWIV* still holds its battle-scarred head high and loudly proclaims "I am a vertically scrolling shoot-'em-up, and I am PROUD!" on Amigas across the country. Relentlessly blasting pre-programmed waves of nasties has rarely been as stonkingly entertaining as this.

62 MONKEY ISLAND 2 (US Gold) (17)

Imagine if you can, report day in Graphic Adventure High, the school that all those point and click games go to. There's much fear and trepidation as snivelling adventure games burst into tears at the prospect of showing their parents (text only adventures) reports such as "not funny enough", "plotlines too convoluted" or "annoying disk accessing". But Head Boy *Monkey Island 2* smugly takes home an all-A card, with particular distinction in dense plotting, high humour levels, credible characterisation, believable interraction and snappy delivery. Top marks to that *Monkey Island 2* kid!

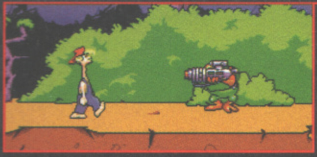


SCOOBY DOO AND SCRAPPY DOO (Hi-Tec) (42) 61

You'd have thought bog standard platform games would have had no place in the APATTOH, especially ones that were released straight onto budget (rarely a sign of quality) and ones that use a cartoon licence (usually a Very Bad Thing), but *Scooby Doo and Scrappy Doo* manages to steer cleer of most platform cliches and outperform most full priced efforts. Curiously, you only ever get to play Scrappy, Scooby appears only in the intro screen and at the bottom, and there's never sight nor sound of top babes Thelma and Daphne (or Fred), but for eight quid, it's still a barg.

60 ISHAR 2 (Silmaris) (NE)

As we're fond of saying on AMIGA POWER, "There's adventure games, and then there's adventure games" and *Ishar 2* falls into the second category. Displaying wispy, mist-drenched and thoroughly dreamy graphics throughout, *Ishar 2* puts you in control of a bunch of five adventurers, many of whom refuse to get along like you'd want them to. There's fights and treasure a-plenty as you tramp across moors, through cities and even take the occasional boat. Curiously, it's French, but it's not in the slightest bit kooky, malhereusement. *(Quelle dommage! – Euro Ed).*



BUBBA 'N' STIX (Core Design) (NE) 59

What starts out looking like it's going to be (yet) another colourful and cute, yet thoroughly mundane, platform game quickly reveals itself as a thoroughly compulsive, quirky and all together bizarre platform puzzler. Bubba's a stupid redneck trucker who gets kidnapped by aliens (like you do) and dropped on a far-flung planet with only a sentient mop-topped stick to help him get back to Lousianna. Short of rubbing him against another stick to start fire, Bubba can use Stix in all manner of inventive ways (from a weapon to a snorkel) to aid his quest homewards. Loadsa laffs.

58 HISTORY LINE 1914-18 (Blue Byte) (20)

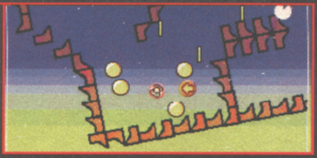
Wargames tend to get a bad press not because they sound dull, but because they frequently ARE dull. But not so with *History Line*. Taking the excellent Blue Byte game engine used in the *Battle Isle* games, the action's fluid, and both players can cleverly move at the same time thanks to a rather nifty split screen, alternating move and combat system. Set, as you'd imagine, during the war to end all wars, *History Line* lets you recreate everything from the waste of trench warfare to triumphant breakthroughs, and all without even leaving your comfy chair. Which is a Good Thing.

NICK FALDO'S GOLF (Grandslam) (33) 57

While watching televised golf is undeniably the pastime of dweebs, prats, gimboids and no-hopers, computer golf is the sport of kings, and Nick Faldo's done a rather Good Thing by getting his name slapped on this particular version. What makes it stand out isn't the graphics or the control system (which is pretty much the same as every other golf game), but rather the realism and flexibilty of the game play. Balls get buried in bunkers, blown around by the wind and roll realistically down slopes, and you can even play a low gravity course on Mars. Chequered slacks ahoy.

56 BOB'S BAD DAY (Psygnosis) (NE)

Programmers, eh? They're very, very clever people, but somehow never seem to have got to grips with this story-telling business. Their feeble effort this time is that Bob's head has been separated from his body, and to reunite them, he's got to battle through 100 levels of game. Pathetic. Thankfully, the game's heaps better, involving the entire screen rotating around the centre, and Bob's head (or torso) crashing around to collect coins. If this violent screen movement doesn't make you nauseous, then how about reverse or even side gravity? Barfsville, Arizona is a nice place for a day trip.



THE BLUES BROTHERS (Titus) (31) 55

Blimey, another bog-standard yet incredibly good fun platform game, this time featuring those maestros of matching black suits and deep blue souls, presumably before one of them croaked and the other one got all fat and bloaty. It's got lots of levels, it's witty and it's got great gameplay. What else can you say about a predictable but fun platformer? Very little, so in the meantime, how about this? "We're so glad to see so many of you wonderful people here today, and we'd particularly like to welcome all the representatives of the Illinois' law enforcement community..."

54 F-29 RETALIATOR (The Hit Squad) (RE)

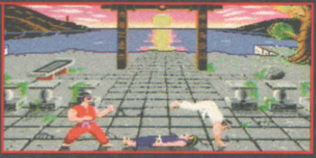
It took the arrival of production editor Steve Faha-hu-ruh-huh-hrrr *(Ho-ho – Steve F.)* to point out the benefits of playing this elderly flight sim, and after a few blasts we realised that it had been foolishly overlooked in last year's APATTOH. It lets you get airborne with a full complement of high-tech weaponry without having to plough your way through a 300 page manual, and once aloft, the small playing area works in your favour as all ground targets, runways and enemy bases are a mere gobspit away, making it just about as action packed as any flight sim can get.

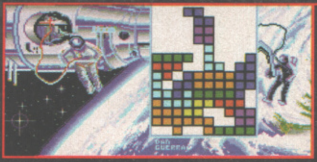
PACIFIC ISLANDS (Empire) (51) 53

Tanky tanky antics with this, or *Team Yankee*, or *War in the Gulf* for that matter – they're all exactly the same game engine but with different scenarios, and they're all perfect crossovers between wargames and shoot-'em-ups. It's real-time and you control four squads of four armoured vehicles as they try to stop the relentless advance of Soviet armoured divisions across good, clean, democratic soil. Charging blindly into battle doesn't work, and neither does tactically hiding in the terrain, so what's needed is planning, with the guts to get stuck in when, and only when, it's necessary.

52 IK+ (The Hit Squad) (23)

Virtua Fighter this may not be, but what this has got that Sega's awesome coin-op hasn't is a third fighter. When you think about this it makes sense, as the extra guy gives you something to hit once you've knocked down the first opponent, and it also means that in two player mode, you can cruelly gang up against the computer player and slap him about as a team. *IK+* is a beat-'em-up without the serious pretentions of *Street Fighter 2* and the like, hence the amusing 'press a button and their pants fall down' routine. Even after all this time, we love it. And there's no silly character justifications.



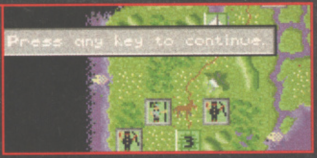


TETRIS PRO (PD) (NE) 51

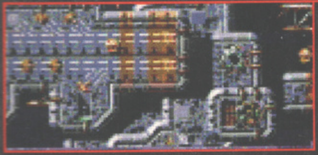
So it's a *Tetris* game then? What makes this so much better than all the others? I'll tell you. It's *Tetris* with a point, *Tetris* with a raison d'être, because in this version, you don't just keep on forming lines until it gets so fast you lose, no siree. You make lines to gain lines of a background picture, and when the picture's finished, you're onto the next level. There's also a great range of neat power-ups AND it's a PD game. In fact, the only reason it's not on our APATTOH coverdisk is that it we had it on AP35's disk just a few short months ago and you can easily get hold of that from our Back Issues service.

50 CIVILIZATION (MicroProse)

(NE)



We credit *Civilization* as being the game with the broadest scope of any, simply because we can't think of any other game that takes 6000 years to play. All you've got to do is forge a mighty empire from a fledgling settlement. All you've got to do is build huge cities, explore your planet, raise armies and clash with superpowers across the globe. All you've got to do is manage an entire civilisation from before the bronze age to the space age, and come out triumphantly as either the winner of the biggest war the world's ever seen, or the space race. Ambitious thinkers only need apply.



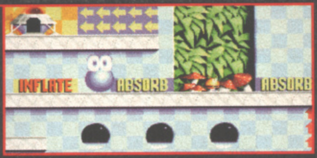
49 URIDIUM 2 (Renegade)

(NE)

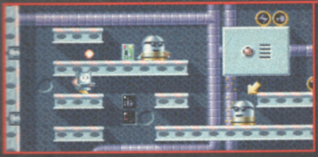
Falling somewhere between two game genres, *Uridium 2* manages to combine the programmed attack patterns of your typical horizonal scroller with the freedom of movement and direction of *Defender*. There's a rather feeble sub-game involving shooting up a reactor core, but the most fun's to be had skimming over the surface of ancient space hulks, avoiding walls and shooting at everything that's shooting at you. *Uridium 2*'s gameplay's only slightly different from the original, but thankfully, all changes are improvements. Strap yourself in, fire up the rockets and let rip.

48 PUTTY (GBH)

(28)



He's got no legs, he's got no footies, he's a small round bright blue glob of putty. *(One more line of poetry and you can clear your desk. – Ed)* The game, like the achingly lovable main character, is small but perfectly formed, although it's probably best not to ask how the programmers came up with the idea. Your task is simple – just absorb robots into your tactile body and dump them off outside their spaceship. Getting in the way are kamikaze jetpackers, mushrooms that turn into babies (which you can then absorb – weird or what?) and something that looks like a carrot with an Uzi.



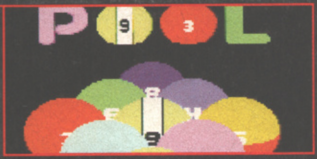
47 NAUGHTY ONES (Interactivision)

(NE)

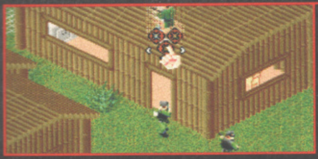
The nature of the 'naughty' deeds that these two cheeky young chaps have done is never satisfactorily explained, but as ususal, it makes absolutely no difference to the game. To describe it as a standard 'shoot the bad guys and get to the end of the level' platform game totally fails to describe the great fun that two players can have across the gorgeous acreage of the various levels, or the triumphant 'punch the air in triumph' feeling that you get when you complete yet another world. It may not be big or clever, but neither are water-filled balloons, and they're still fun, aren't they?

46 ARCHER MACLEAN'S POOL (Virgin)

(18)



Is Archer Maclean a famous Pool player or a famous programmer? Either way, he's not so famous that we've heard about him (although there's a strong feeling in the office that he's probably a programmer) *(He's a programmer – Ed)* and he's got his moniker attached to the most playable, accurate and all-round entertaining pool game currently on the Amiga. As you'd expect, you can play against a friend or computer opponent, but curiously the balls actually wink and wave at you. It's a bit of a shock when the eight-ball leers out of the screen, but it's that kind of detail that we love on AP.



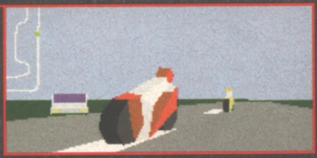
45 SABRE TEAM A1200 (Krisalis)

(NE)

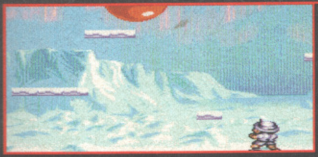
If you're wondering where the ever-popular *Laser Squad* is in this year's APATTOH, then look no further, because *Sabre Team 1200*'s representing all of Krisalis' base-infiltrating type games. Imagine watching the 1982 storming of the Iranian Embassy on frame advance mode, and you've got a good idea of how it all works. Featuring great graphics of bad-assed SAS types and slimy terrorists, and crystal-clear intro speeches, *Sabre Team 1200* still retains the intricate strategy and total control of *Laser Squad*, but just manages it in an altogether slicker, AGA-esque way.

44 NO SECOND PRIZE (Thalion)

(19)



Motorbike racing might not be the obvious sport to use filled vector graphics in, but herein lies Thalion's genius. While everyone was making racing games using scaled sprites seen from a fixed viewpoint, those wily German types were developing a game engine capable of handling a flight sim. The end result's incredible, with bikes that handle realistically on the twists and turns of the course, and the possibility to pause the game at any time and watch the action from all manner of interesting views including one from a helicopter. *F1GP* on two wheels, without any danger of road-rash.



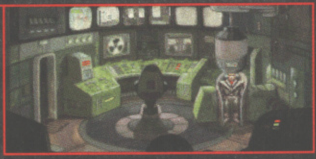
43 PANG (The Hit Squad)

(36)

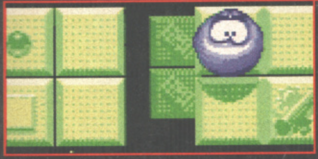
If you remember the arcade version of *Pang*, then take heart that this is identical to it. If however, you've never heard of the game, then it's a bit like a down to earth, pacifist version of *Asteroids*. Instead of rocks whizzing around, you're up against huge bubbles, and instead of a tiny triangular spaceship, youve got a bloke in a safari suit. Apart from that (and the platforms and ladders of course) it's pretty much the same as *Asteroids*, only you pop bubbles which end up as smaller bubbles, and they drift down from the top. But apart from that, it's *Asteroids*. Kind of. In a different sort of way.

42 BENEATH A STEEL SKY (Virgin)

(NE)



Words failed to express the excitement felt by Stuart and Cam when they were lucky enough to have lunch with Watchmen and 2000AD artist Dave Gibbons. "Dave who?" chorused the rest of the team, and then wished they hadn't as they were treated to an enthusiastic double act detailing (among other things) his work on Virgin's colossal futuristic graphic adventure *Beneath a Steel Sky*. After a pirate-busting multi-media intro (part comic book, part computer game) you wander your way across ten disks full of superb story line with scarcely a disk swap prompt in sight – incredible.



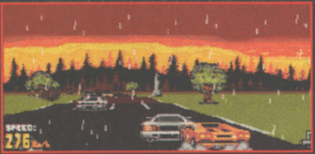
41 BLOB (Core Design)

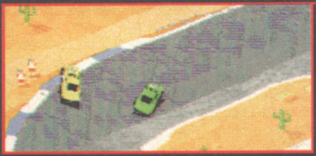
(NE)

Okay, hold the magazine at arm's length. Now carry on reading, but whoosh it to within six inches of your eyes and then back to arm's length again repeatedly, and you're now looking at a fairly passable simulation of the world around Blob as he sits in the middle of your screen looking alternately cute and scared. By bouncing around, Blob can reach various levels of floating platforms and collect lots of game related 'things', but should you mistime a jump, you'll probably be forced to go and kill yourself, since Blob falling to his death is a heartbreaking sight – one known to reduce grown men to tears.

40 LAMBORGHINI AMERICAN CHALLENGE (Titus) (NE)

Split-screen car-racing action in one of its finest forms at 40 *(Hold on, this sounds familiar – Ed)*, as you and a friend go head to head against a faceless mass of other equally fast cars. Other games that have come out since may be faster, slicker, and all round more technically impressive than this *(You said this at number 72 – Ed)*, but this one's still got that undefinable 'oomph' that makes you overlook some of its technical failings. The impressive lap mode, its total hardness and that oh-so-important slow-down-when-you-hit-things feature makes it a winner even after all this time.



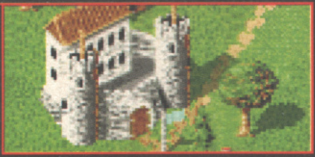


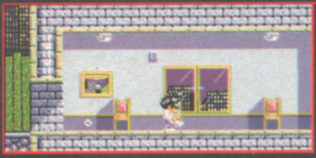
SKIDMARKS (Acid) (NE) 39

What stops this being way, way up there in the teens is the dodgy disk accessing in this game which gets to be a real pain in the derrière. What keeps it in well into the top fifty is fine scrolling, furious gameplay and a choice of some of the neatest little cars ever seen in an Amiga game, from pick-ups to compacts. It's basically a rip-off of *Ivan 'Iron Man' Stewart's Super Off Road*, complete with full contact and lots of different, cute little mud tracks when you run off the track. And presumably the title means something completely innocent in New Zealand, whereas of course in Britain it... *(Snip – Ed).*

38 THE SETTLERS (Blue Byte) (NE)

Trying to fully describe *The Settlers* is like trying to knit a sumptuous sofa out of spaghetti. It's got elements of a God game, but without the superpowers. You've got to plan an entire kingdom that can feed, sustain and defend itself, so it's a bit like *Sim City*, but you can also look at and alter every single conceivable aspect of every single construction process, making it a bit like, well, real life. Little folk build everything, harvest crops and even take piggies to the butchers, which is the sort of detail you appreciate in a game taking over three hours to play. Curious absence of women though.



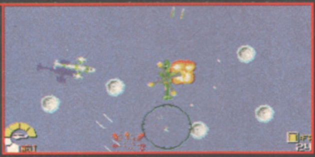


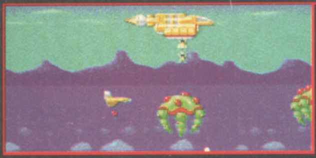
YO! JOE! (Hudson Soft) (NE) 37

Hey! Nice!! Game! German! Programmers! Take! A! Tired! platforming! Game! Concept! And! Breathe! New! Life! Into! It!! Two! Rock! Hard! Characters! Kick! Mucho! Zombie! Butt! As! They! Explore! A! Spooky! Castle!! There's! No! Stupid! Coin! Collecting! In! This! Game!! No! Way!! Just! Get! To! The! End! Of! The! Level! And! Wreak! As! Much! Damage! On! The! Spooky! Critturs! You! Meet! As! You! Can!! Chainsaws! Are! Littered! Liberally! Around! The! Place! And! Molotov! Cocktails! Stick! As! They! Burn! As! They! Fry!! It's! Still! A! Daft! Name! Though!!

36 SEEK AND DESTROY (Mindscape) (NE)

The name tells you everything you need to know about the game rather succinctly. You find things, you blow them up, and it really is as simple as that. Looking extremely like a top down version of *Desert Strike, Seek and Destroy* puts you in control of one of those helicopter gunship things that seem to have been invented just to appear in games like this, I mean, how many different weapon systems do you really need on one vehicle? Napalm, rockets, missiles and cannon provide the only gameplay variations in this intense scour-the-terrain-and-kill-everything blaster.



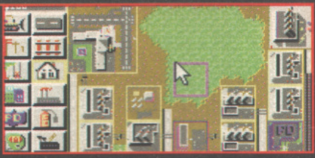


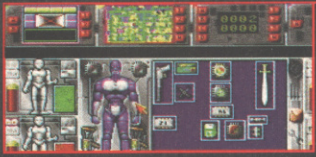
OVERKILL (Mindscape) (NE) 35

And speaking of intense blasters, if *Seek and Destroy* is blasty, then this one's undeniably blastier. Based heavily on (or inspired by, as people like to say when they're ripping off an idea) the little-seen coin-op *Strike Force – Defender 3, Overkill* puts you in the position of having to rescue lots of tiny blokes from the advancing hordes of alien and mutant nasties. The 'Overkill' thematic is carried through from the gameplay to the graphics, so all the baddies burst apart like over-ripe water melons and your damaged ship goes up in a vastly entertaining explosion.

34 SIM CITY (Maxis) (11)

A game which you can't win and has no clear objectives doesn't sound particularly appealing, but that's just what *Sim City* is. It's a kind of giant playground where you have to plan out and construct a city, complete with housing estates, factories and railway networks. The idea's to build a road system so people can get to work, to keep the nasty factories away from people's homes and generally have such a cast iron infra-structure that it'll survive fires, earthquakes and that sort of thing. It takes ages to play, natch. *Sim City 2000* is on its way, though, so will this last another year in the APATTOH?



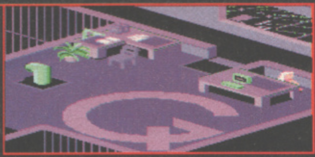


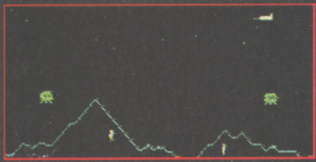
LIBERATION (Mindscape) (NE) 33

Apart from being a tip top, cream of the crop sequel to the popular RPG *Captive, Liberation*'s also set to go down in history as the first true CD32 specific game to come out. A stripped-down version's out on normal Amigas, but to get all the speech, spooky music and speed the game's capable of, head for your nearest CD32 to enter a texture mapped, 3D Blade Runner-esque world where profits mean more than personality and companies would much rather frame and imprison innocents than admit their robots are dangerous killers. Sounds a bit too realistic for comfort.

32 D/GENERATION (Mindscape) (44)

The best indication of the lasting appeal of this admittedly shoddy-looking game is that Mindscape wasted no time in getting this ageing arcade puzzler onto the CD32. Playing a motorcycle courier who's blundered into a high-tech research facility, the game's perfect learning curve guides you into a baffling array of puzzles and arcade antics as you try to work out why robots keep shooting at you with lasers and people keep asking for help. It's all in a rather pleasant isometric perspective too, and we wouldn't hesitate to advise you to procure this product right now. Buy, buy, buy.



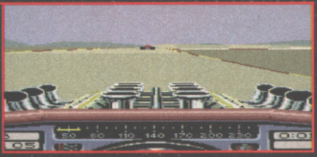


DEFENDER (PD) (NE) 31

Rainbows on roses and whiskers on kittens, vinegar wafting off freshly cooked chips, Doris Day movies, the smell of napalm in the morning, bacon sandwiches when you've got a hangover, the last ever Sega Zone, getting out of the bath and leaping into a fluffy clean white towel, mint chocolate Aeros, Winona Ryder bringing you a steaming cup of tea in the morning, running in from the rain and drying off in front of a roaring log fire, finding a tenner in an old coat that you haven't worn in ages, listening to music as loud as you can – playing *Defender*'s a bit like all of these, and more. Alright?

30 STUNT CAR RACER (Kixx) (68)

Some games are obviously video games, some are simulations, and then again, some are both. You see, it's entirely possible to race a high speed stock car around an extremely narrow rollercoaster track, jumping chasms, plunging into valleys and trying your best to knock your opponent over the edge, but I don't think you'd be able to find anyone crazy mad bonkers enough to race against. Thankfully, Sir Geoffrey Crammond's legendary *Stunt Car Racer* lets you do just this, without all the potential injuries and insurance claims, so it's no wonder the man's practically royalty.

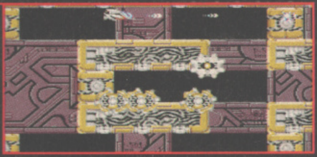


THE CHAOS ENGINE (Renegade) (NE) 29

Proving the old adage 'it ain't what you do, but the way that you do it', *The Chaos Engine* takes a two player version of *Gauntlet*, whacks in some incredible forced perspective graphics and a Jules Verne-inspired Steampunk setting and manages to be so much better than the original idea that it's almost scary. With the sort of thumping techno soundtrack and speech samples we've come to expect from a Renegade game, and a computer-controlled character that acts spookily like a human player, the only thing left to criticise is the limited number of levels.

28 R-TYPE 2 (Activision) (25)

There's a constant debate about the price of computer games being far too high, but this game pretty much blows that argument clean out of the water. Okay, so you're going to have to fork out for the game, but then just look at the savings, which, for your convenience, we've listed here: Bus down to the arcade – £1.20 each way. *R-Type 2* coin-op – 20p a go. Chips for the trip back home – 60p – well, you get the idea. Amiga *R-Type 2* gives you the coin-op in your living room, and with the best horizontally scrolling shoot-'em-up of all time at home, what possible reason could you have for ever leaving?



MORTAL KOMBAT (Virgin) (NE) 27

Each year, all the Amiga beat -'em-ups gather together in one of six exotic locations and hit each other until there's only one standing, and this year, the victor is *Mortal Kombat*, the game that makes up in kinetic punchiness what it lacks in spelling. It's apparently ever so important to devotees of the coin-op version that all the blood, snot and pain produced by devastating dragon punches and whirling whirlwind kicks are included, and whereas these visceral fluids were both lacking and missed from some of the console versions, they're all here, in glorious full colour. Hurrah!

26 FLASHBACK (US Gold) (NE)

After the impressive intro sequence, it looks like *Flashback*'s going to be just another *Another World*, so when it turns out to be a platform game, it looks like Delphine have sold its loyal public out in the interests of a quick buck. Not so, because it may be a platform adventure game, but it's by far the dreamiest one you're ever going to see, until *Flashback 2* comes out at least. The sound sets the scene perfectly in the myriad alien locations, and the rotoscoped characters make the entire game look like a movie. Predictably, it's slick because it's French, bien sûr.

HEAD OVER HEELS (The Hit Squad) (27) 25

Ported over from the Spectrum with only a brief stopover at the colourisation plant, *Head Over Heels* survives simply because it's a great game to play, time after time, after time. You simply wheel your character into a room containing a puzzle, and to get out again, you've got to solve it by pushing things against other things *(Do you want to be a bit less specific? – Ed)* until you can go to another room to do more, erm, things. Look, it's just a great game, so trust us on this one. Would we lie to you? Would we say something that wasn't true? We're asking you, sugar, would we lie to you?

24 RODLAND (Kixx) (29)

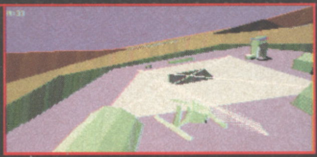
Rodland is a wacky game, it's really rather fun, where Tam and Rit (some little kids) set out to find their mum. With magic ladders, magic rods, and stoked with vim and pluck, they travel up a great big tower, shielded by skill and luck. There's sacks and fruit and snails and plants, all trampling you in the dirt, and tearful sharks that spark you out, and that can really hurt. It really is a cute one, with two player fun to make you grin, and smirk and smile and shout. *(I'm tense and edgy, nerves alight, I'm feeling pretty wired. Get down to the Job Centre now, you're well and truly fired. – Ed)*

STARDUST (Bloodhouse) (NE) 23

Maybe it's the long winter nights they get in the Arctic Circle. Or perhaps it's all that blond hair. Whatever it is, Scandanavians are awfully good at programming games. This one's *Asteroids*, only done in such an outrageously cool way, you'll be reaching for the Sun-In after only a few games in the hope of being smitten by such divine inspiration. Everything's ray-traced (a technical term meaning 'looks outrageously cool') and as well as having gillions of different weapons, there's a tunnel sub game that made even us battle-hardened reviewers go "Wow!" All-action, all-fun.

22 GUNSHIP 2000 (MicroProse) (NE)

Modern flight sims have got technology conspiring against them, because no matter how pretty they make the landscape, you're always either too high or too fast to notice it. Not so with *Gunship 2000* though, as you can simply hover around admiring tanks and bridges and things, and once you've taken in their beauty, you can blow them up. With heaps of missions, stand-off smart missiles, wingmen to go and do the more dangerous missions and plenty of scope for hiding behind hills, this is the perfect game for battle-shy chopper pilots everywhere.



1UP
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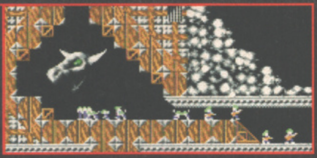
ASTEROIDS (PD) 21

Words cannot adequately express how good this is, so play it. It's on the cover disk.

20 LEMMINGS 2 (Psygnosis) (8)



You could look upon *Lemmings 2* as a damning indictment on the futile nature of life, the sheer inevitability of death and the struggle of standing out of the crowd in today's modern, sanitised, homogenised society. You could do, but there again you'd be as mad as small goldfish tunnelling through the hot sands of he Sahara. Like the first game, this imaginatively-titled sequel deals with getting hordes of incredibly stupid lemmings to their nest with the minimum fatalities. There are masses of levels to work through, but this time there are 12 tribes, each with speciality lemmings.

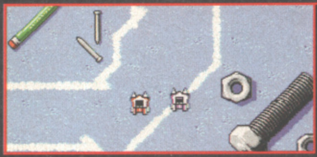
SECOND SAMURAI (Psygnosis) (NE) 19

Avoiding the temptation to call it *Samurai 2*, *Second Samurai* manages to 'Do a Lemmings' and be pretty much like the first game, only better. Taking the lush graphics, the phrase "Oh no, my sword!" and the general platforming/slash-'em-up/puzzle gameplay from the first game, it adds another player, bungs in more, bigger and nastier baddies and cranks the tempo up to at least 11 so that there's a good chance your head'll explode after an hour or so. If you take in to account the sub games, then it'll come as no surprise that this game's known as the King Of Platformers. By us at least.

18 HUNTER (Activision) (34)

Years before buzzwords like Cyberspace, Internet and Virtual Reality were flying around, there was *Hunter*. It's very odd, definitely unique and consequently sank without a trace when it was released. You control a spy who's on a mission to rid the world of various Bad Men. On this level, it's a simple arcade adventure, involving all the usual wandering around, speaking to people and killing them that you'd expect, but the big surprise is that it's all done in 3D polgon graphics. In this exciting 'Cyberworld,' you can 'interface' with various 'virtual objects' such as cars, helicopters and even a wind surfer. *Cool!*

MICRO MACHINES (Codemasters) (NE) 17

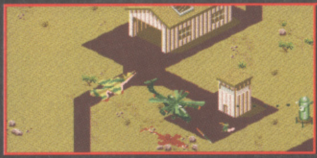


Do you remember when you were a little-biddy baby and nothing seemed more important than pushing your Dinky cars across the living room carpet? Well, this memory seems to have formed a pivotal point in the lives of Codemaster's programmers, as they actually made an entire game about it. It's top-down racing action as you speed toy boats, cars, tanks and helicopters across school desks, round the garden and even up and down a bath at colossal speeds. If two players are racing, it gives points to the lead vehicle. There's something immensely satisfying about pushing your opponent off the table.

16 F1 (Domark) (NE)

What's the 'F' for? Try fast, furious, fantastic, fandango, feisty, festive, *(Funkatronic? – Ed)* and fab. What's the '1' for? Well, you've got us on that one, because the one thing that F1 isn't is a new game. Remember *Vroom*, that intensely zoomy first person racing game that we rated at an entirely respectable 35 in last year's APATTOH? Well, this is exactly the same, but thanks to a split screen display, it's now a two player game. It's headache-inducingly fast, the cars handle brilliantly, and if normal speed's not fast enough for you, there's even a turbo mode.

DESERT STRIKE (Electronic Arts) (NE) 15



Amiga owners may bitch and moan about those trendy console things, but there's no denying that some great games have come from them. *Desert Strike* was hugely popular on both the Sega and Nintendo before we were treated to this politically incorrect tale of one helicopter gunship versus a Persian Gulf madman who isn't (that's 'isn't') Saddam Hussein. Nope, no way. The gameplay is excellent and fully absorbing. The graphics and explosions are about a gillion times better than the console versions too, so we get the last laugh on all those saddos. Ha ha. There it was just then.

14 DUNE 2 (Virgin) (NE)

What we have here is a brilliantly playable, complex yet fun, real time wargame. Starting off with a humble construction base surrounded by the unknown, you've got to search out the spice Melange to mine as well as build up your base. Mined spice gives you enough money to build factories which build vehicles. The sci-fi setting gives you great weapons, the real time gameplay keeps you on your toes, the brilliant point and click system lets you dispense orders with wild abandon, and if this was a two-player game, it'd seriously challenge the APATTOH top five.

WIZKID (The Hit Squad) (15) 13

Even if you burst into the AMIGA POWER office in a balaclava and pointed a large calibre firearm at someone's spleen, they'd be hard pressed to give you a coherent reason why *Wizkid*'s so great, or for that matter, what *Wizkid* is. Cam knows this becasue he tried it, and got the following answers. Sal – "Sob! It's an arcade game." Steve F – "Don't shoot!" JD – "Is the safety off? Oh dear, well it's all terribly original, and, um, things." Steve M – "It's an incredibly off-beat concept. If you have to shoot someone, please shoot Stuart." Stuart – "Wait! No!" See? It's a game with a strangely mercurial appeal.

12 GEM'X (Demonware) (16)

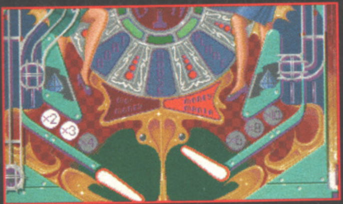
We all want to feel special, don't we? No matter who you are, life always seems to be a lot better if someone takes time out to tell you how lean, hunky or just plain fluffy you're looking. *Gem'X* makes you feel special. *Gem'X* makes you feel very special. *Gem'X* has a whole host of top manga girlies who giggle and pout and tell you that they love you, but that's not why it's included here. No, really. Because *Gem'X* only happens to be the finest puzzly game available on the Amiga, bar none, grade-A, number one. All you have to do is match the gems on the left with the pattern on the right. Simple? No.

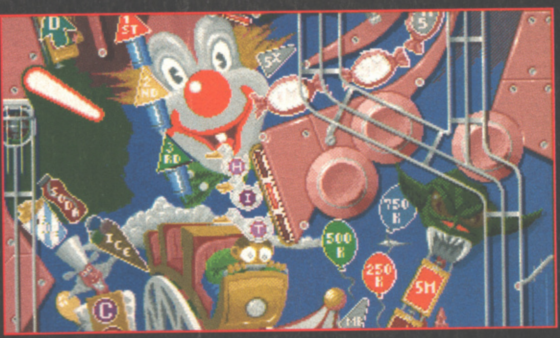
APIDYA (Blue Byte) (13) 11

It takes a true genius to think laterally and throw his thought processes out into the void of the unknown. If Blue Byte hadn't discarded the tired idea of spaceships and replaced them with insects for their horizontally scrolling shoot-'em-up, we'd never have had *Apidya*, would we? We'd have missed out on the novel two player action involving an insect and a drone, we'd have wept in the absence of the overwhelmingly brilliant soundtrack, and we'd never have seen the disgusting, end of level, dead rat with foul maggots bursting out of it. And that would have been a real shame.

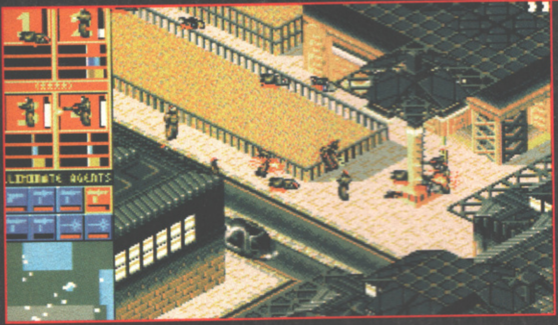
10 PINBALL FANTASIES (21st Century) (6)

Considering there's only four tables in *Fantasies*, it suffers a pretty poor hit rate. Speed Devils isn't terrible, but it's not particularly exciting and Billion Dollar Gameshow plays well but has an unpleasant background colour. There's no multiball play, few additional flippers and all of them have huge spaces in the middle, but *Pinball Fantasies* is still responsible for more lost time in the AP office than colds and holidays combined. It's like the game fires little fishooks out of the screen and grabs your eyeballs with them *(Bleeurghh. – Ed)* and the keyboard wraps around your wrists to keep your hands on the keys. You come to see what all the fuss is about, and stay because it invades your soul.

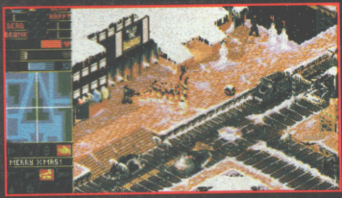




SYNDICATE (Electronic Arts) (NE) 9

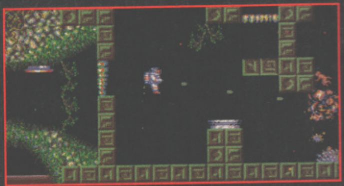


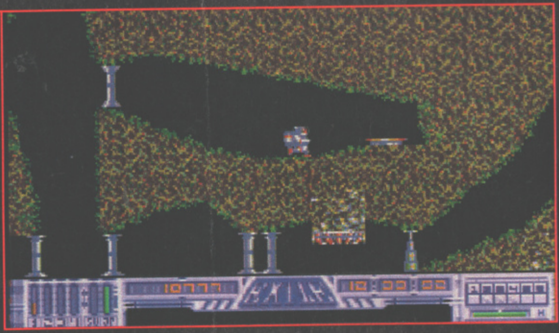
Some people say that violence in the media and video games leads to violence in real life. These people are completely wrong of course, and are boring old duffers who resent the fact that we're young. They deserve to be thrown under trains, have their cars shot up and their neighbourhoods destroyed by rocket blasts and mini-gun fire. In fact, they deserve to be a responsible member of the public in *Syndicate*, where every trip to the shops is dicing with death. The cause of all this futuristic mayhem is four heavily armed and armoured cyborgs (controlled by you) who set out across a beautifully rendered isometric cityscape to do unspeakably brutal acts of violence against all enemies of the Corporation, and it's beautiful.



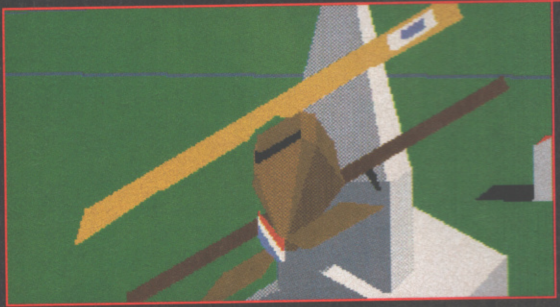
8 EXILE (Audiogenic) (7)

Exile's like a huge food blender, into which the programmers have thrown all manner of delicious ingredients. There's a cute jetpacker and a quarter pound of underground caverns for him to negotiate. Add to that a pint of realistic gravity and inertia to form an integral part of the gameplay, and you've got to avoid bashing your guy around too much. There's a dash of mad scientist and a good few ounces of fiendish puzzles that prevent the jetpacker from getting to said scientist, and then it all just sits there waiting for you to switch it on and blend all these together to form a frothy and palatable adventure/arcade game. It may be the oldest, creakiest and generally crappest looking game in the top 10, but for that we're unapologetic, 'cos it's completely great.

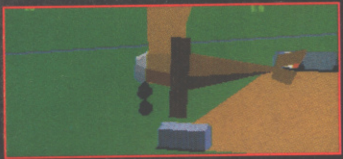




KNIGHTS OF THE SKY (Kixx) (9) 7

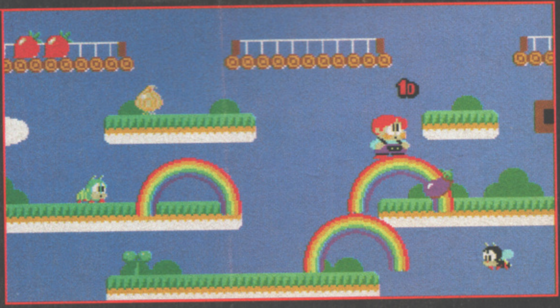


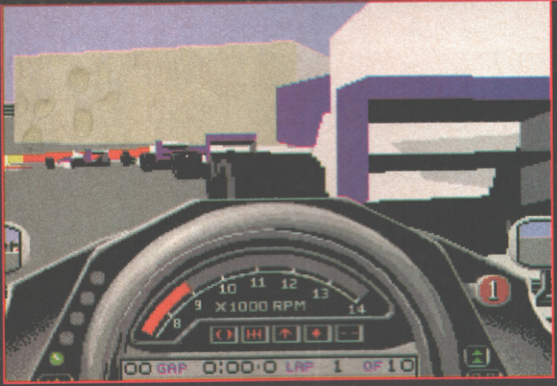
Forget radar guided air to air missiles, they're for wimps. Sneer at ejector seats and parachutes and spiral down to earth in your flaming plane like some kind of demi-god phoenix. Cuff the snotty nosed kid-punk jet jockey pilots on the back of their heads and tell them how real men used to duel in the clouds. They used to have creaky bi- and tri-planes with engines so feeble that a steep climb would stall them. They flew in open cockpits and barely flinched as bullets splintered their instrument panels, they only had machine guns with an annoying tendency to jam, and bombing missions involved flying low and slow over targets. They truly were knights of the sky, and this is their game. We salute them.



6 RAINBOW ISLANDS (The Hit Squad) (5)

For the first two years of AMIGA POWER, this game was the most hotly debated subject on the letters pages, as it held the number one position in the first two APATTOHs. We could use up all this space arguing about this allocation, but we'd rather not. We'd rather talk about the fantastic gameplay, the cute and colourful (yet oddly 8-bitty) graphics and the wonderful dungaree-clad duo Bub and Bob. We'd rather tell you how you've both got to get to the top of the screen as fast as possible, with water rising unstoppably beneath you and all manner of cute baddies falling down on you. We'd prefer to explain how each character can cast a temporary rainbow which kills baddies and also acts as a bridge. So we will.



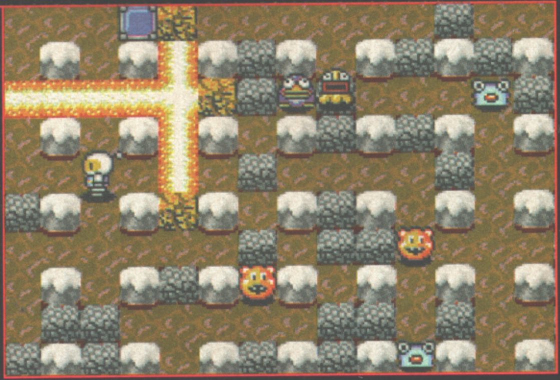


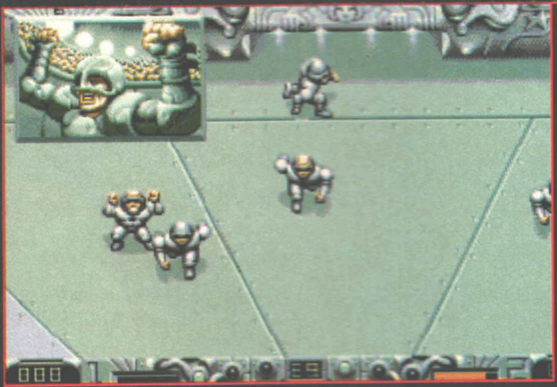
FORMULA 1 GRAND PRIX (Microprose) (2) 5

The Queen raises her sword and places it on his shoulders, and with the words "I now proclaim you Sir Crammond, Earl of Hertfordshire and Lord of Silverstone. Arise, Sir Geoffrey", the first Duke of all things Amiga-erly walks off to take his rightful place in Parliament. Ahead of him lies a lifetime of deciding the laws of this green and pleasant land, but behind him is a game that shall live for ever more. *F1GP*'s not just a racing game, it's THE racing game, with superb polygon graphics and perfect car handling. It's a game for all the people, so you can turn on all the auto-handling features and admire the scenery, the showering sparks and all the other cars, or drive by the seat of your pants with every judgement error ending up with you piling into either the barriers or other contestants. With the A1200 significantly increasing the running speed of the game (as with *Knights Of The Sky*), *F1GP*'s been given a new lease of life, but please, Sir Geoffrey, bring out a two player version. Oh, go on.

4 DYNABLASTER (Ubi Soft) (3)

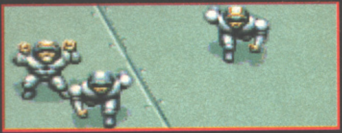
Not two, but five players can lock horns in *Dynablaster*, making it as essential to parties as a two litre bottle of Coke and big bag of tortilla chips. It's a game whose roots lie in the Roman Empire (when the code of the gladiator was that many may enter the arena, but only one could leave) although this violent concept is masked by some incredibly cute graphics and the catchiest game tunes of all time. All players start off surrounded by fragile blocks, and to get to each other, drop bombs and hide around corners to avoid the blasts. Destroyed blocks reveal power ups that give you more bombs and more powerful blasts, but unfortunately the screen simply isn't big enough for five pyrotechnically active characters. Sooner or later (usually sooner) people fry, and when the single survivor looks smug, everyone else insists on a rematch, and it all starts again. Locked into this cycle, the only escape is death or malnutrition, and after about 72 hours of continual play, you finally understand why the Roman Empire fell apart.





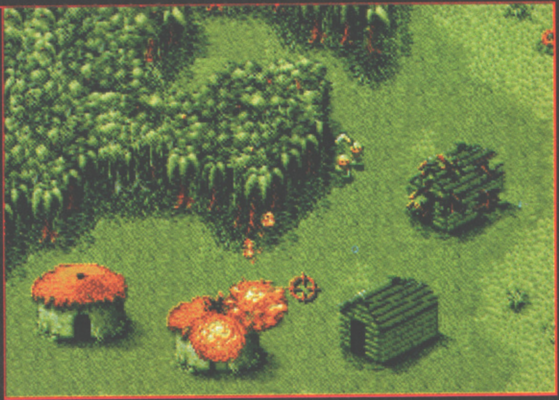
SPEEDBALL 2 (Kixx) (4) 3

If *Speedball 2* was a sport, it would be Sunday League Football. If it were a film, it would be Rollerball, if it was an animal, a pitbull terrier, an ice dancer – Tonya Harding. If it leapt out of your disk drive and transformed into a tune dancing across the ether, it would be Jimi Hendrix playing The Star Spangled Banner, and if it then condensed into a cloud, it would be a towering lightning-laden anvil headed storm cloud unleashing its leaden fury into the Indian Ocean. *Speedball 2*'s the sports sim that couldn't be confined by rules, a bad boy, wrong-side-of-the-tracks sort of sports sim that kicks your worthless butt from minute one and doesn't stop until you're lying on the floor in a pool of your own blood. Imagine armoured players confined in a steel arena, with point scoring sensors dotting the walls and power ups littering the floor. Imagine charging up the steel ball and then throwing it against an opponent, flooring him instantly. Imagine scoring the same points as a goal for permanently crippling an opposing player. Such is the immoral, hell-spawned fury that is... (dramatic pause...) *Speedball 2*.



2 CANNON FODDER (Virgin) (NE)

The Chambers Maxi Paperback Dictionary (our dictionary of choice) lists cannon fodder as "men regarded merely as material to be expended in war", which makes this the most accurately named game here. *Cannon Fodder* condenses mankind's war experiences and packs them into 72 strife-filled phases. Mission one puts you in control of two soldiers, who have names and therefore presumably families and a nice job to go home to. You love these two guys and want them to see their kiddies again, so you creep them around the jungle using the intuitive mouse control system. By mission four, you're convinced that they're immortal as they fire from the hip and lob grenades, but then you accidentally blow them up. You're shattered, and although you try and put your faith in the next guys, it just isn't the same. By mission eight, you don't even look at the new recruits' name. What's the point? They'll be dead soon. By mission ten, when you blow away a buddy who's impaled on a spike, you barely blink, and when the team's jeep is blasted by a helicopter, your thousand yard stare kicks in. Remember – the first casualty of war doesn't count – only the last.



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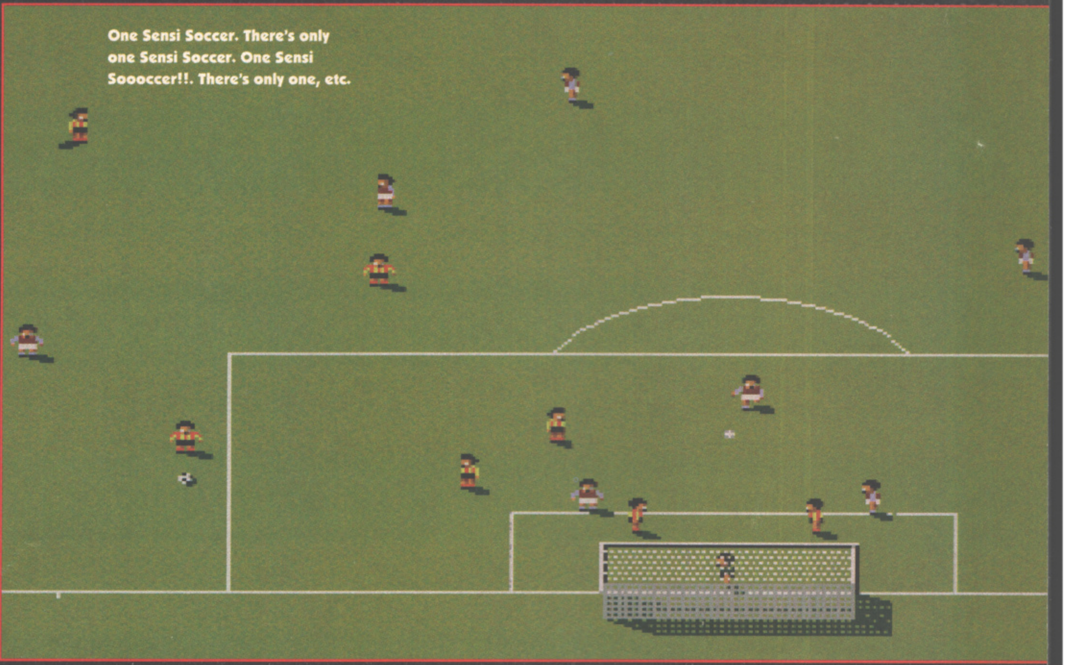
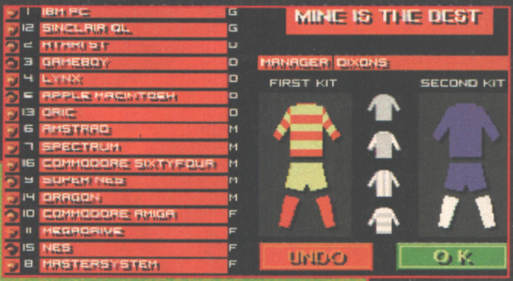
1 SENSIBLE SOCCER (Renegade) (1)

And then to prove that last year wasn't a fluke and that *Cannon Fodder* being at number two isn't a one-off, it's back again. Last year's top game becomes this year's top game, showing that Sensible Software truly are a bunch of bronzed Adonises walking on this Earth like gods amongst men. It's a soccer game, and it's a soccer game with pretty tiny graphics, but screenshots alone can never show the true marvel of *Sensi*. You've heard enough of our opinions of it over the months (although, unbelievably, we actually got this very month a letter from some cheesehead STILL trying to persuade us that it's not as good as *Kick Off 2*, so perhaps the message hasn't hit home yet), so let's stick with some facts. The fact that it's still hanging on in the Gallup Top 20 almost two years after its original release ought to tell you something, or maybe the fact that it managed to unite the AP staff and readership in proclaiming it the best Amiga game of all time in last year's charts, or perhaps the fact that it's been converted onto every computer and console format in existence, with much the same level of success as the Amiga original. No? How about the fact, then, that despite the release of games in the past year like *Syndicate*, *Dune 2*, *Micro Machines* and, of course, the 94%-scoring *Cannon Fodder*, *Sensible Soccer* reigns supreme at the top of our All-Time Top 100 for another year? Even football-hating Cam didn't put up a fight on behalf of his beloved *CF*, conceding that the timeless depth and two-player combat of *Sensible Soccer* deserved to see it flying high for the second time, and we didn't feel disposed to argue with him. It's the best there is, and people will still be playing it in fifty years' time.



One Sensi Soccer. There's only one Sensi Soccer. One Sensi Soooccer!!. There's only one, etc.



MINE IS THE BEST

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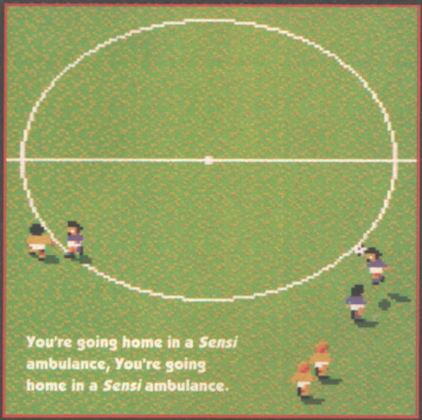
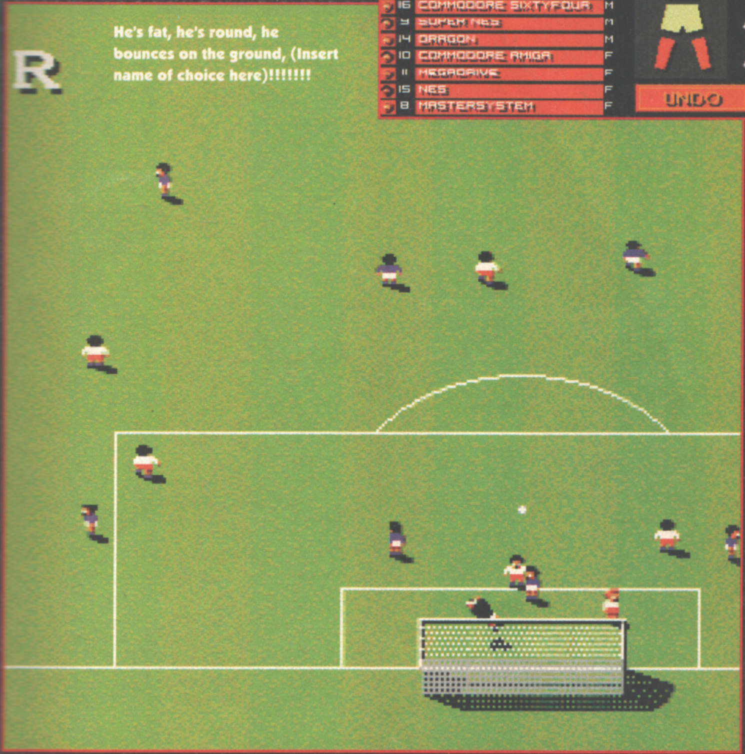
2	ATARI ST	U
3	GAMEBOY	D
4	LYNX	D
5	APPLE MACINTOSH	D
13	ORIC	D
6	AMSTRAD	M
7	SPECTRUM	M
16	COMMODORE SIXTYFOUR	M
9	SUPER NES	M
14	DRAGON	M
10	COMMODORE AMIGA	F
11	MEGADRIVE	F
15	NES	F
8	MASTERSYSTEM	F

MANAGER DIXONS

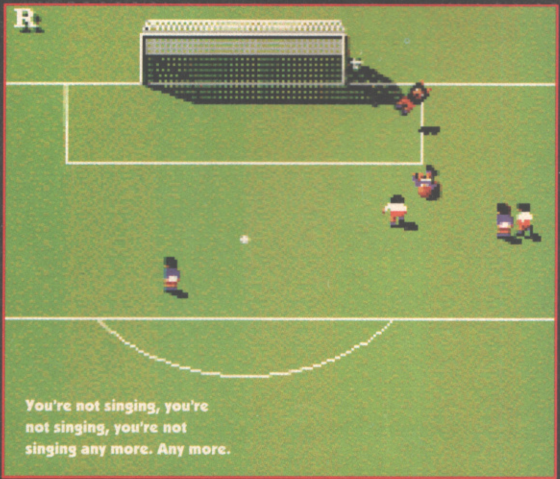
Jonny Hare's Barmy Army, Jonny Hare's Barmy Army, (Repeat until mesmerised).



You're going home in a *Sensi* ambulance, You're going home in a *Sensi* ambulance.



He's fat, he's round, he bounces on the ground, (Insert name of choice here)!!!!!!!



You're not singing, you're not singing, you're not singing any more. Any more.

YOUR FOUR-YEARS-AT-A-GLANCE GUIDE

1994	1993	1992	1991	Game	Publisher
1	(1)	(-)	(-)	SENSIBLE SOCCER	(Renegade)
2	(-)	(-)	(-)	CANNON FODDER	(Virgin)
3	(4)	(3)	(3)	SPEEDBALL 2	(Kixx)
4	(3)	(13)	(-)	DYNABLASTER	(Ubi Soft)
5	(2)	(2)	(-)	FORMULA 1 GRAND PRIX	(MicroProse)
6	(5)	(1)	(1)	RAINBOW ISLANDS	(The Hit Squad)
7	(9)	(9)	(-)	KNIGHTS OF THE SKY	(Kixx)
8	(7)	(7)	(-)	EXILE	(Audiogenic)
9	(-)	(-)	(-)	SYNDICATE	(Electronic Arts)
10	(6)	(-)	(-)	PINBALL FANTASIES	(21st Century)
11	(13)	(25)	(-)	APIDYA	(Blue Byte)
12	(16)	(30)	(-)	GEM'X	(Demonware)
13	(15)	(-)	(-)	WIZKID	(The Hit Squad)
14	(-)	(-)	(-)	DUNE 2	(Virgin)
15	(-)	(-)	(-)	DESERT STRIKE	(Electronic Arts)
16	(-)	(-)	(-)	F1	(Domark)
17	(-)	(-)	(-)	MICRO MACHINES	(Codemasters)
18	(34)	(24)	(-)	HUNTER	(Activision)
19	(-)	(-)	(-)	SECOND SAMURAI	(Psygnosis)
20	(8)	(-)	(-)	LEMMINGS 2	(Psygnosis)
21	(26)	(34)	(-)	ASTEROIDS	(PD)
22	(-)	(-)	(-)	GUNSHIP 2000	(MicroProse)
23	(-)	(-)	(-)	STARDUST	(Bloodhouse)
24	(29)	(31)	(-)	RODLAND	(Kixx)
25	(27)	(33)	(-)	HEAD OVER HEELS	(The Hit Squad)
26	(-)	(-)	(-)	FLASHBACK	(US Gold)
27	(-)	(-)	(-)	MORTAL KOMBAT	(Virgin)
28	(25)	(39)	(-)	R-TYPE 2	(Activision)
29	(-)	(-)	(-)	THE CHAOS ENGINE	(Renegade)
30	(68)	(28)	(10)	STUNT CAR RACER	(Kixx)
31	(-)	(-)	(-)	DEFENDER	(PD)
32	(44)	(-)	(-)	D/GENERATION	(Mindscape)
33	(-)	(-)	(-)	LIBERATION	(Mindscape)
34	(11)	(5)	(4)	SIM CITY	(Maxis)
35	(-)	(-)	(-)	OVERKILL	(Mindscape)
36	(-)	(-)	(-)	SEEK AND DESTROY	(Mindscape)
37	(-)	(-)	(-)	YO! JOE!	(Hudson Soft)
38	(-)	(-)	(-)	THE SETTLERS	(Blue Byte)
39	(-)	(-)	(-)	SKIDMARKS	(Acid)
40	(-)	(-)	(-)	LAMBORGHINI AM. CH.	(Titus)
41	(-)	(-)	(-)	BLOB	(Core Design)
42	(-)	(-)	(-)	BENEATH A STEEL SKY	(Virgin)
43	(36)	(29)	(11)	PANG	(The Hit Squad)
44	(19)	(-)	(-)	NO SECOND PRIZE	(Thalion)
45	(-)	(-)	(-)	SABRE TEAM A1200	(Krisalis)
46	(18)	(-)	(-)	ARCHER MACLEAN'S POOL	(Virgin)
47	(-)	(-)	(-)	NAUGHTY ONES	(Interactivision)
48	(28)	(-)	(-)	PUTTY	(GBH)
49	(-)	(-)	(-)	URIDIUM 2	(Renegade)
50	(-)	(-)	(-)	CIVILIZATION	(MicroProse)
51	(-)	(-)	(-)	TETRIS PRO	(PD)
52	(23)	(40)	(60)	IK+	(The Hit Squad)
53	(51)	(63)	(-)	PACIFIC ISLANDS	(Empire)
54	(-)	(68)	(36)	F-29 RETALIATOR	(The Hit Squad)
55	(31)	(26)	(-)	THE BLUES BROTHERS	(Titus)
56	(-)	(-)	(-)	BOB'S BAD DAY	(Psygnosis)
57	(33)	(-)	(-)	NICK FALDO'S GOLF	(Grandslam)
58	(20)	(-)	(-)	HISTORY LINE 1914-18	(Blue Byte)
59	(-)	(-)	(-)	BUBBA 'N' STIX	(Core Design)
60	(-)	(-)	(-)	ISHAR 2	(Silmarils)
61	(42)	(85)	(-)	SCOOBY DOO AND SCRAPPY	(Hi-Tec)
62	(17)	(-)	(-)	MONKEY ISLAND 2	(US Gold)
63	(64)	(38)	(27)	SWIV	(Storm)
64	(-)	(-)	(-)	SOCCER KID	(Krisalis)
65	(-)	(-)	(-)	FURY OF THE FURRIES	(Mindscape)
66	(47)	(-)	(-)	LURE OF THE TEMPTRESS	(Virgin)
67	(48)	(18)	(-)	PARASOL STARS	(The Hit Squad)
68	(52)	(41)	(5)	VIRUS	(Firebird)
69	(-)	(-)	(-)	ALIEN BREED 2	(Team 17)
70	(39)	(36)	(14)	NEBULUS	(Hewson)
71	(-)	(-)	(-)	HIRED GUNS	(Psygnosis)
72	(72)	(-)	(45)	LOTUS ESPRIT TURBO CH.	(GBH)
73	(62)	(76)	(30)	E-MOTION	(US Gold)
74	(58)	(-)	(-)	WALKER	(Psygnosis)
75	(83)	(20)	(-)	ANOTHER WORLD	(Kixx)
76	(54)	(78)	(-)	PINBALL DREAMS	(21st Century)
77	(92)	(-)	(-)	TEARAWAY THOMAS	(Soundware)
78	(60)	(81)	(15)	CARRIER COMMAND	(Rainbird)
79	(87)	(-)	(-)	R-TYPE	(The Hit Squad)
80	(-)	(-)	(6)	POPULOUS	(The Hit Squad)
81	(78)	(98)	(-)	MONSTER BUSINESS	(Eclipse)
82	(50)	(45)	(-)	LLAMATRON	(PD)
83	(-)	(-)	(-)	BOSTON BOMB CLUB	(Silmarils)
84	(94)	(91)	(68)	KID GLOVES	(Millennium)
85	(79)	(-)	(-)	WORLD CLASS RUGBY	(Audiogenic)
86	(89)	(92)	(41)	SUPER HANG-ON	(The Hit Squad)
87	(38)	(-)	(-)	ALIEN^3	(Acclaim)
88	(-)	(-)	(-)	BRUTAL SPORTS FOOTBALL	(Millennium)
89	(95)	(-)	(-)	BUG BOMBER	(Kingsoft)
90	(-)	(-)	(-)	ZOOL 2	(Gremlin)
91	(56)	(88)	(69)	PROJECTYLE	(Electronic Arts)
92	(-)	(-)	(-)	ONE STEP BEYOND	(Ocean)
93	(49)	(48)	(26)	KLAX	(Domark)
94	(75)	(73)	(20)	THE SENTINEL	(Firebird)
95	(99)	(32)	(-)	SWITCHBLADE 2	(Gremlin)
96	(40)	(59)	(44)	SHANGHAI	(Activision)
97	(93)	(71)	(-)	ROBOCOP 3	(The Hit Squad)
98	(-)	(-)	(-)	JETSTRIKE	(Rasputin)
99	(-)	(-)	(-)	PONG	(PD)
100	(-)	(-)	(-)	FRONTIER – ELITE 2	(Gametek)

I KNOW ALL THIS – AND MORE

So there it is. The best 100 Amiga games of all time, ever. So, er, actually, that should be 'So there they are'. Yes. But what does it all tell us? Or should that be 'What do they all tell us'? Um... *(Start again – Ed.)*

Phew. The Top 100, eh? But it's not all games, games, games, you know. No, the Top 100's all about statistics as well, so why not pull up a comfy chair, make a cup of cocoa, and settle down with *(Something else altogether? – Ed)* a spot of technical analysis? Thought of any good reasons yet? Good.

There are a whopping 41 new entries in the APATTOH this year (including two straight into the top 10), despite a significantly lower number of new releases this year than previously, so it looks like the 'quality not quantity' message is finally getting through to the nation's publishers. Two games re-enter from previous charts, 19 go up, 36 go down and just two (including the Number One) stay in the same place. The highest climber is Sir Geoffrey Crammond's *Stunt Car Racer*, which leaps 38 places to No. 29, edging back towards the lofty No. 10 position it occupied in our first-ever chart. The longest fall from grace is that of the unlucky *Shanghai*, which plunges 56 places down to 96, but other nosedives are suffered by *Alien*^{3} (down 49 places to 87 after just one year on the chart) and *Monkey Island 2*, which drops a surprising 45 places down to 62.

Just 20 games from the first-ever APATTOH survive through to the 1994 model, and only 17 of those have actually featured in all of the four charts, with the other three dropping out at some point (none more dramatically than *Populous*, which debuted in 1991, promptly got replaced by its sequel in 1992 and 1993, but then usurped the young pretender and regained its place this year). 21 games have made it from the 1992 run-down, and 57 of last year's titles have held on to feature again this time round.

Discounting budget houses The Hit Squad, Kixx and GBH (with 11, five and two titles respectively), the top-performing publisher is Virgin, with six entries. Mindscape, Psygnosis and the wonderful world of PD come next, supplying the list with five games each, and then it's Electronic Arts, Renegade, MicroProse, Blue Byte, US Gold and the long-defunct Activision and Rainbird with three titles apiece. No-one else manages more than two, although if you credit all of the Hit Squad, Kixx and GBH titles to their original publishers, er, things probably get a bit complicated. Our heads hurt. We're going home now.

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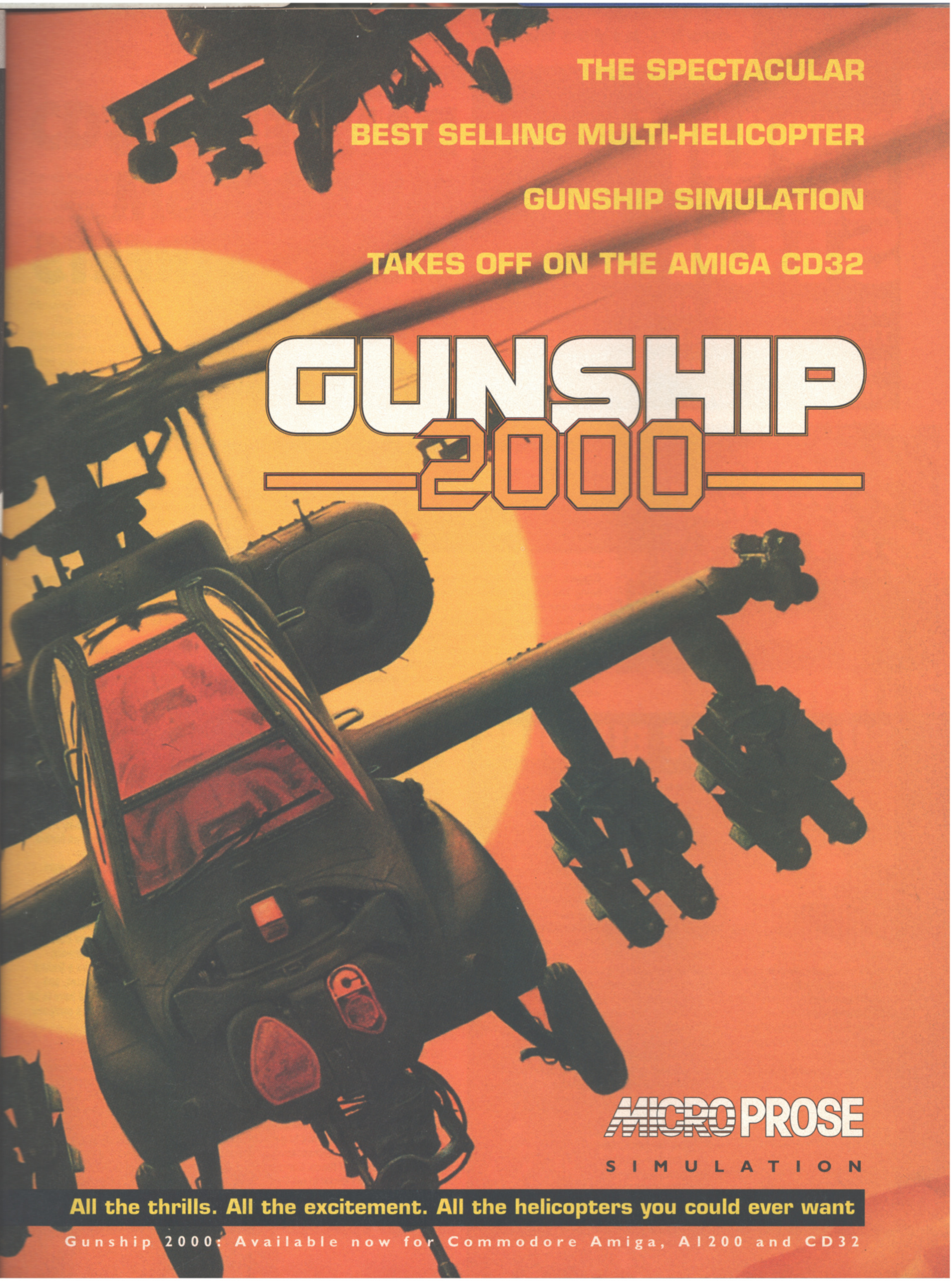

THE SPECTACULAR
BEST SELLING MULTI-HELICOPTER
GUNSHIP SIMULATION
TAKES OFF ON THE AMIGA CD32
GUNSHIP 2000
MICROPROSE
SIMULATION
All the thrills. All the excitement. All the helicopters you could ever want
Gunship 2000: Available now for Commodore Amiga, A1200 and CD32

TRUE STORIES

No news escapes AMIGA POWER. That which tries is hunted down and made to feel our wrath. Repeat offenders are rare.

DANGEROUS MICROCOSM CHAOS STREETS ENGINE UNLEASHED

AMIGA CD32 THE WORLDS FIRST 32-BIT CD GAMES CONSOLE
SPECTACULAR VOYAGE

CBM gets generous with its bundles. Maybe.

Here are two more reasons to buy a CD32. Or one, anyway.

Perhaps in an attempt to make ammends for the embarrassingly poor Dangerous Streets bundle, Commodore have put together a new CD32 bundle to complement the old one. Two more titles have been added to the already-in-place list of *Dangerous Streets*, *Diggers*, *Oscar* and *Wing Commander*, the additions being *The Chaos Engine* from the *Bitmap Brothers* and *Microcosm* from Psygnosis.

The Chaos Engine shouldn't need an introduction. But just in case you're new to Amiga or CD32 gaming, the A1200 version earned 91% in AP 34. "Incredible graphics that capture the Steampunk feel perfectly..." gushed Cam Winstanley. We'd agree, and reckon it's a worthy and welcome addition to the CD32 fold.

Microcosm, on the other hand, earned 44% in AP36, basically because it's very shallow gameplay-wise and costs £45 as a standalone game. It does look fantastic, though, and is definitely one to show off the capabilities of the CD32's graphics.

David Pleasance, Commodore's MD, boomed out from the mountain tops: "Amiga CD32 is the most sophisticated platform on the market. With *Microcosm* and *Chaos Engine* we've secured two games which really show what it's capable of."

More relevantly, the price of the bundle will remain at £299.99, and you'll be able to get it while stocks last. We welcome this news in a half-hearted, we're-still-waiting-for-a-killer-of-a-CD32-game sort of a way.

BUNDLES OF BUNDLES

Thank god for Zooz at least.

How many more new bundles are Commodore going to come up with? What with the addition of two new games for the Dangerous Streets pack (see above news story), and now a Computer Combat pack as well, they seem to be popping out at the rate of one a fortnight.

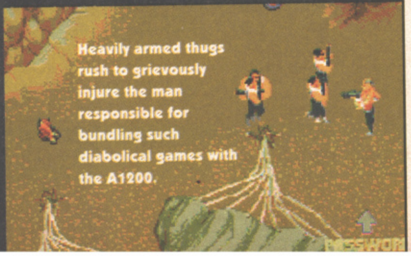
The Computer Combat pack's intented to tempt more brothers and sisters into the ever growing happy-all-year-round Amiga 1200 family. It features a yin yang balance of productivity software and games, featuring the following titles:

'Productivity': *Digita Wordworth 2.0, Digita Print Manager, Digita Day by Day* and *Personal Paint* – lots of combat going on with that lot, Eh? The bundled games, meanwhile, are: *Brian the Lion* (15% AP37), *Zool 2* (86% AP33) and *Total Carnage* (10% this issue).

Right, readers. If you can come up with a reason to explain why this bundle's been called Computer Combat, write in. There'll be a prize in it for the most likely-sounding, plus an autographed AP compliments slip.

Never mind the combat, though, here's the info. The pack will be available as you read this (March release) and will be priced at £349.99.

There's no point in telling you what David Pleasance said about this pack, because he's not fooling anyone.



Heavily armed thugs rush to grievously injure the man responsible for bundling such diabolical games with the A1200.

This is just what it's like writing with our new editor looking over your shoulder.

BLATANT PLUG BARGAIN BASEMENT

Great news from Daze marketing: it seems that they've got so many copies of *Ishar* (AP15, 78%) and *Transarctica* (AP23, 64%) left that they're able to make us a very special offer. "Daze are offering *Ishar* and *Transarctica* direct to AMIGA POWER readers for just £4.99 each," to quote them directly. Doesn't that make you glad you bought AMIGA POWER?

These games are such a bargain at the price, that it seemed almost nearly not quite compulsory to let you know about them. If you want to get your hands on one, either or both of these games, send a cheque to Daze Marketing, 2 Canfield Place, London NW36 3BT.

Oh, and don't forget to tell Daze off for outrageously presuming that AP would print this stuff, despite blatantly sending near-identical press releases to ever other Amiga magazine in the world, okay?

GAMES MASTER DEGREE

For those of you who would like to write or develop games as a vocation, look no further than Middlesex University. That's right, they've officially confirmed that as of this September, they'll be offering a one-year Masters degree course in Games Development.

There'll be a limited number of places, and candidates will have to be sponsored by a company of some sort.

But it's not just Master Degree candidates who should be getting hot under the collar, oh no. Next year, Middlesex Uni will be offering a three year Bachelors Degree in something to do with games. No details have been released as of yet, but they're sure to appear soon in a careers library near you.

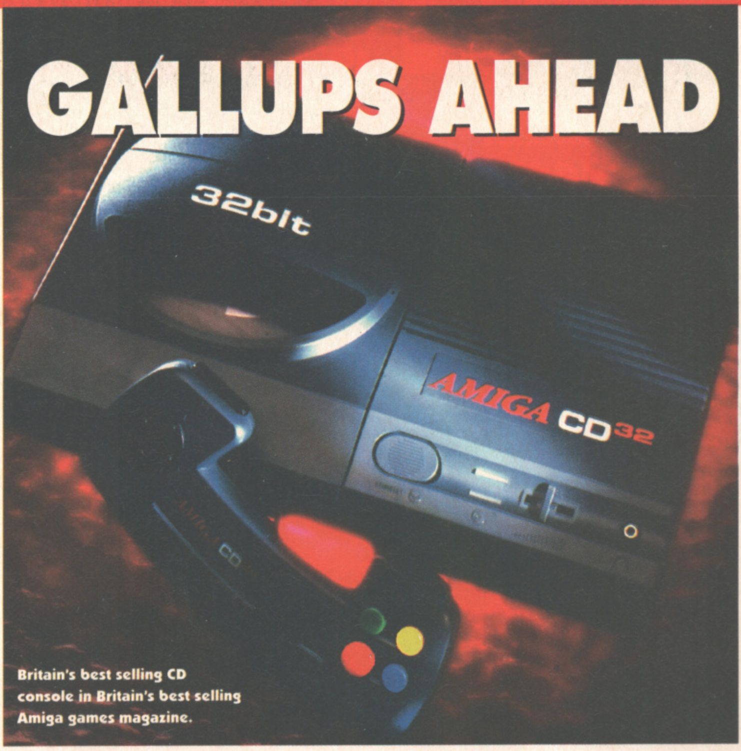
CD32 GALLUPS AHEAD

There's been some controversy about just where the CD32 stands in the CD console/CD-ROM arena, with some Sega mags being controversial with the truth. *(Surely 'economical'? – Ed.)*

On the week ending 5th March, Gallup confirmed the following:

The CD32 has overtaken the Mega-CD in market share. In the CD-only sector, the CD32 took 44 per cent of sales with the Sega machine's share falling to 28.9 per cent.

Don't expect too many more of these sorts of figures to come your way again, though. New Ed Jonathan doesn't like figures. But we figured that where darkness and confusion reign, we should bring you the purity and white light of undisputable, independently-garnered truth. Wahey. Thanks Gallup



Britain's best selling CD console in Britain's best selling Amiga games magazine.

NIPPER WINNERS

Wow. The inter-office ballistic postal infrastructure was barely able to cope with the avalanche of Nipper Compo entries over the past few months. Future's post room boys don't even talk to us anymore; they've put in so much overtime sorting through your entries that they've forgotten what their homes look like.

But without further ado, in tension-building reverse order, here are the final positions:

12. 138,007 Lee Mager, London.
11. 139,310 Stephen Rogers, Bath Uni.
10. 139.574 Paul Sanderson, Dagenham.
9. 139807 Michael Borella, London.
8. 139,910 Bigley Sigley, Great Wyrley
7. 140,353 Ju-ju Sotiri, London.
6. 140,510 Pete Graham, Lancs.
5. 141,410 Steven Gascoyne, Derbyshire.
4. 141,804 Paul Sandford, Essex.
3. 141,810 Paul Fuller, Bath Uni.
2. 143,110 Andy Luty, Leeds.
1. 145,207 Nathan White (and his mum), West Midlands.

If you're on this list and you've not been contacted yet, phone us now, before it's too late.

TURBO TRAX

Game: Turbo Trax
Publisher: Daze
Authors: Arcane Software Developments
ETA: May

In the last 18 months or so it seems that every man and their dog's had a crack at producing the definitive top down racing game, and at the time of writing this, everyone's failed apart from Codemasters with their brilliant *Micro Machines*. Arcane Software Developments are now, even as we speak, planning to overthrow *Micro Machines* with *Turbo Trax*, which managing director Steve Iles reckons is going to be an altogether flashier product.

"We set out to make an Amiga racing game that would look and feel more like a Capcom arcade game. We took on Kevin Williams to do a lot of our story boards, and he's an ex-Capcom developer, so we've really used his ingenuity to full effect. We've put five scenarios in *Turbo Trax*, which are forest, desert, urban, Indy car and arctic *(Slippy-slidey ice world? – Ed)*. We think they look better than anything that's been seen before in this kind of game. The graphics feature 32 on-screen colours, directional scrolling and a fast 50Hz update to give it that extra smooth look."

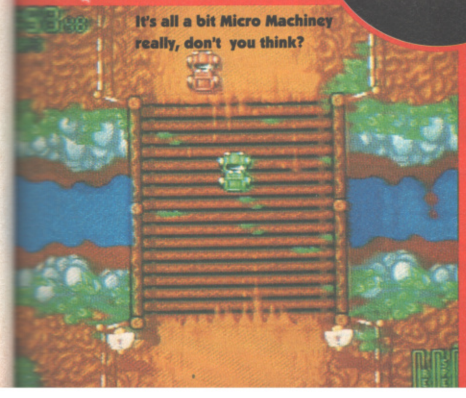
A lot of work's gone into making the graphics look deep and realistic. Apparently they've used quite a lot of photographs (presumably taken from hot air balloons and the tops of buildings) to get the shadows and textures right, so canyon walls and buildings overshadow parts of the track.

For the two-player game, Arcane have gone for two computers linked by a null-modem lead rather than the more obvious split screen option. We support this move whole heartedly (see our Serial Killers feature in AP35) and Steve explained that with a split screen option, the playing area was just too small for players to react to bends.

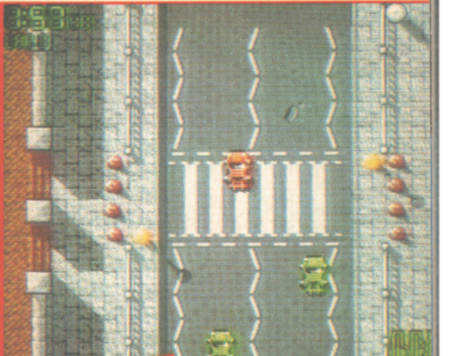
Even with a full-sized screen, though, the game's so fast that some bends are hard to anticipate, so Arcane have included an optional indicator that'll tell you which direction the next bend will be. Now call me a cynical old, erm, cynic, but don't you think this all sounds a bit dodgy? I mean, I'm all for challenging games, but to have one running so fast that you need indicators sounds a bit of a cop out. Why not make it slower and more playable, or include a little map in the top corner? My main concern, though, is that from the screenshots I've seen (and that's all we've seen so far) all corners appear to be either 90 or 180 degrees. Team 17's disappointing *Overdrive* went down this path, and it proved to be woefully unplayable compared to the varyingly angled bends in *Micro Machines*. So is *Turbo Trax* going to make all the same mistakes again? Only time and a playable demo will tell.

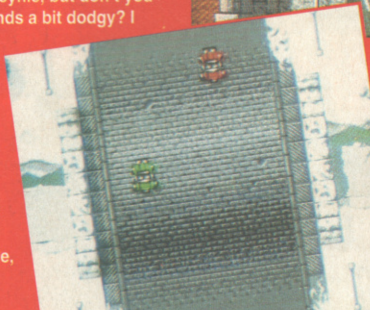
● *CAM WINSTANLEY*

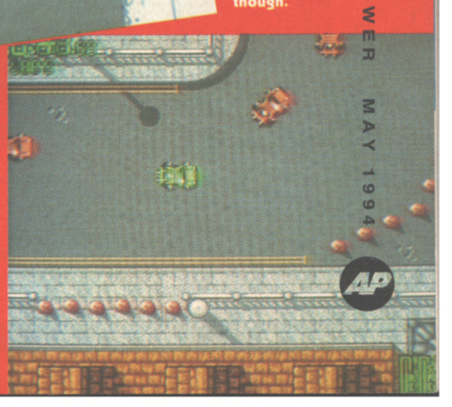
"Hot air balloons and the tops of buildings"



It's all a bit Micro Machiney really, don't you think?







Apparently, as you race around, the shadows made by the cars stay on the same side. Just like real life. Amazing.

Still looks like *Micro Machines* though.

GUARDIAN

Game: Guardian
Runs on: CD32
Pulisher: Acid Software
Authors: In-house
ETA: Summer

There can't be many of you out there who haven't either played or seen *Starwing* on the Super Nintendo. Now, when I first rested my eyes on some exclusive preview shots of *Guardian* on the CD32, the first thought to sneak into the recess of my tortured mind was how utterly crap it looked. Compared to *Starwing, Guardian* is aesthetically challenged. Metaphorically speaking, if *Starwing* was a lush oasis, *Guardian* would be a harsh ominous uncaring desert. In fact, *Guardian*, as I saw it, had the potential to be very embarrassing to CD32 owners.

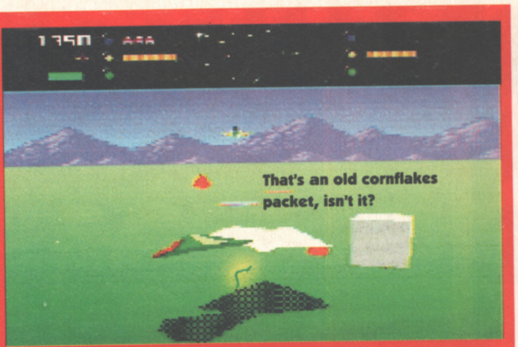
And that's where the first law of games reviewing comes in: "Do not judge a game by its screenshot." Although it was only a demo level I played, the thing that makes *Guardian* so cool is the way it moves. Incredibly smooth. Not only that, but, unlike *Starwing*, you can move in any direction you want. Pre-emptive strikes are taken care of by one of those handy little radar things; you use this feature to guide your spacecraft toward the enemy ships.

Bucking the trend of current CD32 releases, the controls are intelligently thought-out. The right shoulder button is your craft's thrust, and the left shoulder is the brake. The cursor pad carries out the usual up/down/eft/right stuff. And the big red fire button, surprisingly enough, fires your on-board weapon. But the really neat bit is when you hit the green button – the whole ship turns through 180° in a whip-round U-turn manoeuvre that would make Ryan Giggs look like... Ryan Giggs, oddly enough.

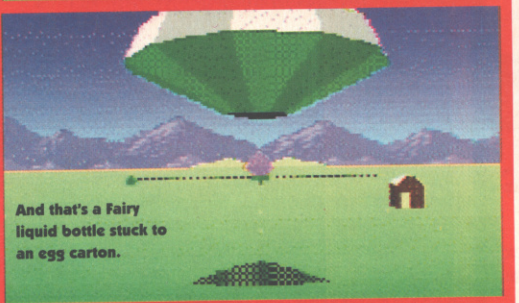
> "The left shoulder is the brake"

Ally all of the above with some really neat definable camera angle shots and you're looking at what AP reckons could be a real winner. No price details as yet, but it's going to be released in the summer. So now, when you get back from the beach or wherever, you'll be able to work off any excess energy with a quick blast on the surprisingly promising *Guardian*.

● *STEVE McGILL*



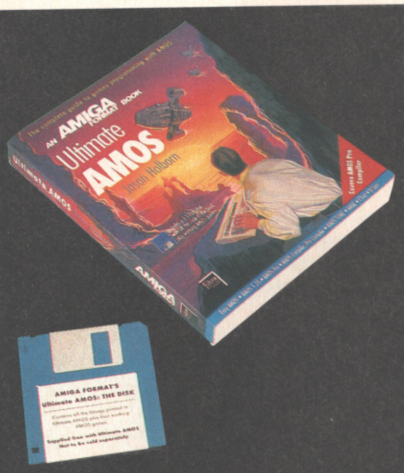
That's an old cornflakes packet, isn't it?



And that's a Fairy liquid bottle stuck to an egg carton.

OFFICIAL: 'LONERS ARE THE EXCEPTION NOT THE RULE'

A report just published by Dr Julie Rutkowska of Sussex University has revealed that computer games, rather than being the solitary occupation many people imagine, actually "encourage and form the basis of friendship amongst children, particularly boys". The report has unsurprisingly been welcomed by ELSPA, the software publishers' association, whose chairman, Roger Bennet, said: "This is the latest report to state what any parent of teacher will tell you – that computer and video games are the source of great fun and excitement to groups of children, who compete against one another at their favourite games. Stories of loners are the exception not the rule."



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Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A features or Newcastle in Division One? Who wants to play a game that Roy Keane at Forest or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!

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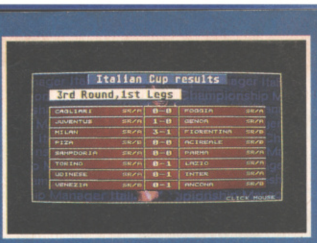
Italian Cup results
3rd Round, 1st Legs

CAGLIARI	SR/A	0-0	FOGGIA	SR/A
JUVENTUS	SR/A	1-0	GENOA	SR/A
MILAN	SR/A	3-1	FIORENTINA	SR/B
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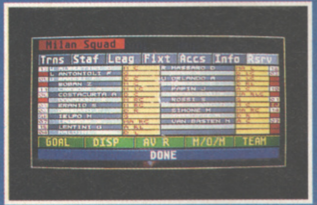

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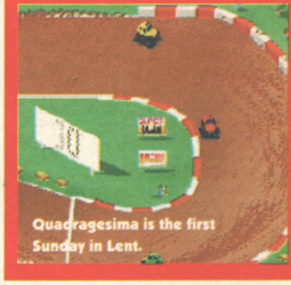
SKIDMARKS CD32

Game: Skidmarks
Runs on: CD32
Publisher: Mindscape
Authors: Acid Software
ETA: Late spring

Skidmarks would have been an absolute smash at AP if the disk accessing routines hadn't turned it into such a 'crashing' lottery. This new CD32 version should hopefully clear up that, though. It's a 3D isometric-view race game with around 200 frames drawn for each little car, so that, no matter which direction you turn, the perspective is just right for that direction. This, as you might imagine, looks great. But, as everyone who reads AP knows by now, good graphics only hold sway with us if the game is good. And *Skidmarks* is much better than good.

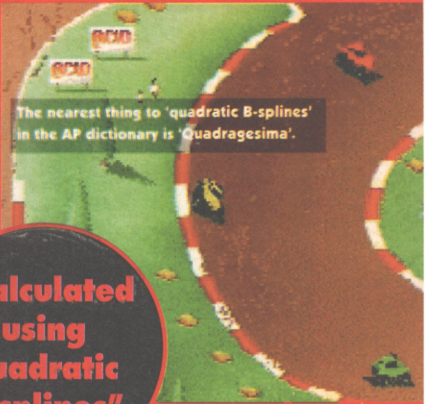

Quadragesima is the first Sunday in Lent.

Programmed in *Blitz Basic*, the curves, chicanes and bends of the track are calculated using quadratic-B-splines. Yes, it sounds painful to us as well, but what it means is that you can choose to power drift into the bends and power back out, or you can hug the inside camber of the track and play a sneaky, skillful driving game by trying to cut down the distance your car actually travels. Alternatively, you can attempt to bump and bash any cars that get in your truckin' way. It all depends on the temperament of the individual, you see.

There's not too much more left to be said, other than the fact that the CD32 version previewed by us has a far more attractive track – ie, the shading is a lot prettier and 'AGA enhanced'-looking. There are some beefed-up skiddy sounds and, as you'd expect with such cutting-edge technology, the whole thing runs very smoothly.

Considering that the twelve tracks of the original game took up the space of two disks, the humungous amount of space on the CD leaves space for quite literally hundreds of tracks and car designs. The more designs the merrier, we say.

● *STEVE McGILL*


The nearest thing to 'quadratic B-splines' in the AP dictionary is 'Quadragesima'.

"Calculated using quadratic B-splines"

ISHAR 3

Game: Ishar 3
Runs on: A500, A600, A1200
Publisher: Daze Marketing
Authors: Silmarils
ETA: April

Given that all matter is transmutable, and that the soul is a transient reflex of deity, it should come as no surprise that the valiant adventurers of *Ishar 2* have not completely succeeded in their quest to rid the land of its oppressor.

Apparently Shandar – the nasty Sorceror who based his dress sense on that of Sauron from Lord of the Rings – had previously cast some form of insurance spell prior to his repressive excursions. This spell covered him, in a third-party-fire-and-theft kind of a way, from the unlikely event that some party-pooping adventurers would spoil his fun and dispatch him to the nether lands of ethereal intransigence. And, as you should have realised by now, that's exactly what happened to Shandar at the end of *Ishar 2.* This time around, Shandar's aim involves a half-baked plan to reincarnate his immortal spirit into the body of some legendary 2000 year old evil dragon known as Wohratax. No, really.

Inevitably, you're going to have to assemble a bunch of heroic idiots to try, yet again, to thwart Shaz's plans. Luckily though, if you've played either of the previous *Ishars*, you can use the party created with them. If not, there are over a hundred characters to choose from.

But what sort of a plot are your team going to be dealing with? "Shandar's plan is flawed. The reincarnation can only take place during the planetary conjunction of the two moons, the sun, and the planet Ishar." Aha, the infamous planetary-conjunction-reincarnation third party insurance clause. If only Shandar had come to me, I'd have told him to go for the comprehensive reincarnation policy. No point in crying over spilled souls though. From what we know, it sounds like a race against time.

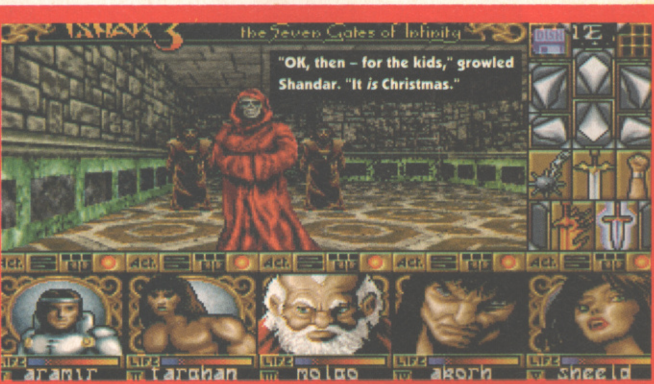
"Time is the key in *Ishar 3.* You will have to travel back in time. The ingenious plot is cleverly devised around a series of time gates through which you have to pass. Key plot points stretch back through the history of Ishar, and in order to win you must be there for these plot points. You need to make sure you are in the right place at the right time – whenever that time may be!"

There are loads of new features implemented in *Ishar 3*: potion making, over 40 different spells to cast, auto-mapping, animated film sequences and action events, even more beautiful locations, time travel and, as a special tribute to the residents of Perthshire, animal companions (*Hurrah! – the residents of Perthshire).*

We can't say for sure what difference these new additions are going to do for *Ishar 3.* If they make it any better than the previous two *Ishars*, then that can only be a good thing. Is that non-committal enough?

● *STEVE McGILL*

"A special tribute to the residents of Perthshire"

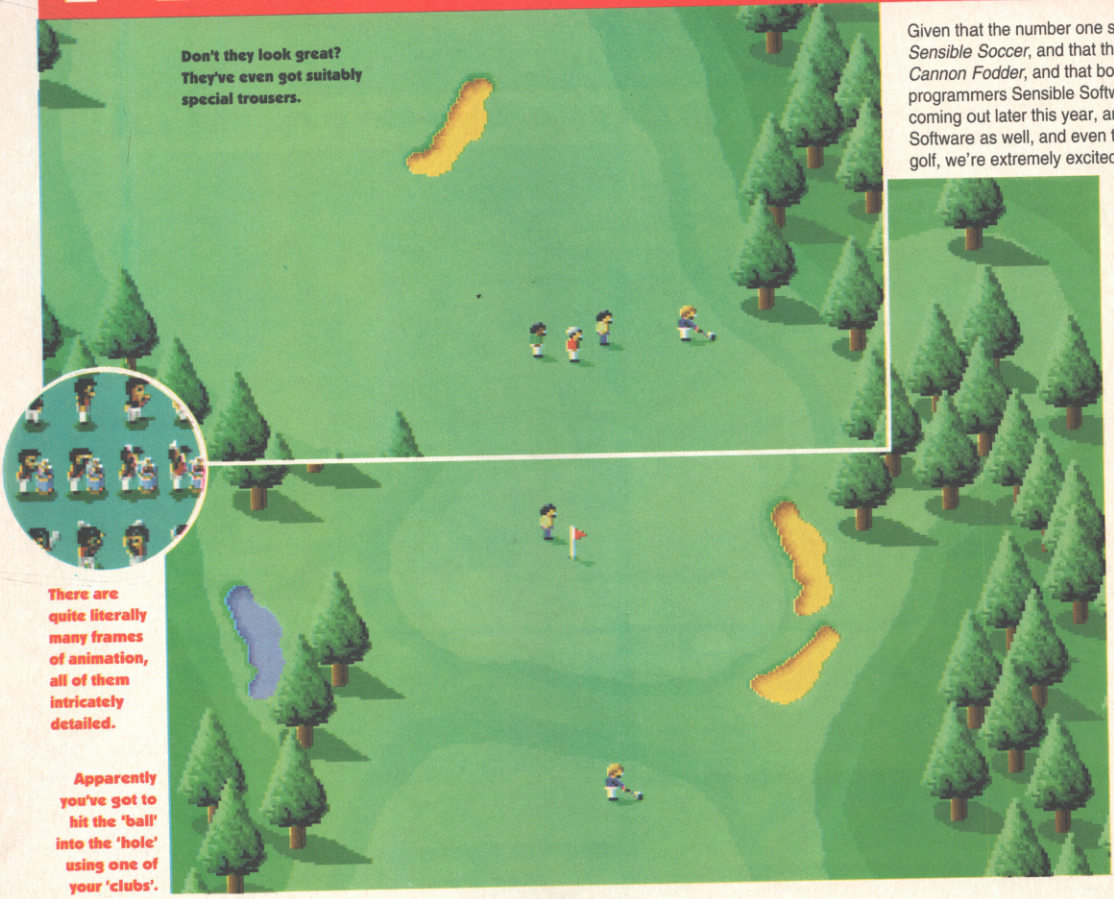


"OK, then – for the kids," growled Shandar. "It *is* Christmas."

"Is there a toilet round here anywhere?"

SENSIBLE GOLF

FIRST PICTURES!



Don't they look great? They've even got suitably special trousers.

There are quite literally many frames of animation, all of them intricately detailed.

Apparently you've got to hit the 'ball' into the 'hole' using one of your 'clubs'.

Given that the number one slot in our new Top 100 is filled by *Sensible Soccer*, and that the number two slot is filled by *Cannon Fodder*, and that both games are by champion programmers Sensible Software, and that *Sensible Golf* is coming out later this year, and that that's by Sensible Software as well, and even though we all really, really hate golf, we're extremely excited. And this month we're proud to present the first, distinctly embryonic pictures of the game.

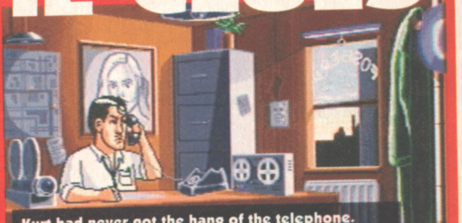
As you'll be able to see, the game takes the bird's-eye view and tiny little people out of Sensible's other games and applies them to golf, giving the sport – quite literally – a whole new perspective. Except, "to appease the sad style-over-content consumers," says Sensible's Jon Hare, "we've decided to introduce a liberal sprinkling of big, snazzy graphics, such as over-sized pictures of each bloke as he takes his shot." Good on them, we say. "Even though *Sensible Golf* is at an early stage in its development," he goes on, "there's no way it will turn out crap."

And! This being AMIGA POWER, as from next month you'll be able to follow the progress of *Sensible Golf* from drawing board to finished product as we launch... a *brand new* Diary Of A Game! SEE! the graphics being drawn. GASP! at the intricacies of the programming. MEET! the programmers. (Again.) Don't miss out! *(What a showman. – Ed)*

HEREWITH THE CLUES

Game: Herewith the Clues
Runs on: CD32
Publisher: Domark
Authors: In-house
ETA: Early April

> **"You're Assistant Commissioner Fosberry"**



Kurt had never got the hang of the telephone.

Domark's foray into the heady world of CD32 has suffered a bit of a delay. AP was expecting to receive a review copy of their new game *Herewith the Clues* this very month. But unfortunately, possibly due to some sort of material inaccuracies, the game isn't quite finished yet. So, in an unusually charitable sort of a manner, we're going to tell you about the rudiments of the game right here.

The game is set in 1939 in London. Outside the unlikely-sounding Milky Way Club, a police informant has been shot down. You're Assistant Commissioner Fosberry and you have a list of 12 suspects. You also have things like notepads, dossiers and movie footage to help you in your quest.

The clues to the murder are presented using digitised graphics and an information sheet. You've got to traipse around interviewing suspects and deduce from these interviews just who the killer is.

Domark claim that there are so many plot devices that no two games are ever the same. If that's the case, it sounds like *Herewith the Clues* may just be interesting enough to have a look at next month.

● *STEVE McGILL*

Milky Way CLUB

There'll be nowhere to sit, and a lemonade will be £4.90.

DOING ANYTHING IN NOVEMBER?

No? Then you've got no excuse for not going to this year's World of Amiga Show. It's being held at Wembley on the 18th, 19th and 20th of November, and will be absolutely packed out with Amiga games, along with loads of techincal-type stuff too, probably. As well as getting sneak previews of all sorts of new goodies, you'll also be able to meet the AMIGA POWER team, along with our chums from Amiga Format and Amiga Shopper. It'll be great. More news as we unearth it

SILICA TO THE RESCUE

Cor. Look at that, eh? And best of all, it's guaranteed to improve your high scores by at least 20%. Probably. Not.

Anyone experiencing problems getting hold of a Commodore 1084S or a 1942 monitor might like to know the following: Silica are suggesting the Microvitec 1434 monitor as an alternative to either of the above displays. (Coincidentally, they also sell them.)

This monitor boasts a 0.28mm dot pitch (Amiga Format begged us to believe them that this was a good thing). The monitor will also configure itself to incorporate the full span of possible Amiga resolutions (Amiga Format assured us that this was a good thing as well).

What really grabbed our attention, though, were the detachable 2 Watt stereo speakers. Now a lot of you may laugh at a spec of 2 watts, but surprisingly, this is loud enough to drive your mummy to distraction. The fact that the speakers are detachable stops them from sounding as 'tinny' as built-in speakers. More to the point, you only get these speakers if you order the monitor from Silica. Aside from the speakers, Silica also bundle the monitor with an Amiga adapter and some utility software. The big drawback is the price. At £299 it's a hundred pounds more than either a 1084 or a Philips CM8833. It is, however, just about the cheapest you'll be able to find one of these monitors. And if your parents own a PC or a Mac, you might just be able to blag one by telling them that the Microvitec can be doubled up and used with their machine.

Silica can be contacted on 081-308 1230.

KINGS QUEST 6

Game: Kings Quest 6
Runs on: A500, A600, A1200
Publisher: Sierra
Authors: Roberta Williams, Jane Jensen
Release: Mid April

As if it wasn't readily apparent, the *Kings Quest* series of adventures has been around for a long time, the previous adventure to this one unsurprisingly being called *Kings Quest 5*. It was reviewed in AP7 by exiled ex-Ed Mark Ramshaw, who awarded it 83 per cent and concluded: "Simple but neat sums it up nicely."

Sierra have traditionally relied on fairy tale-type plots for the series, and *Kings Quest 6* is no exception. One of the criticisms Mark made of *KQ5* was that it could have been a *Monkey Island* beater if only Sierra had forsaken the crap cliched plot. So, despite the fact that we're normally rude and derisory about crappy RPG plots, there now follows some background on the plot of *Kings Quest 6*.

In *Kings Quest 3*, Prince Alexander fell in love with Princess Cassima of the Green Isles. And since then, the two young loves have been writing letters and all the other soppy stuff that separated lovers tend to do. Suddenly, the correspondence stops. Cassima is marrying a Vizier. No doubt he's one of those Viziers who oils his hair and beard, laughs in huge booming 'Ho Ho Ho' baritones and locks people up whom he wants to marry. And surprise of surprises, that's exactly what this nasty Vizier has done. Poor Cassima. She shouldn't worry too much though – Prince Alexander's on to the Vizier's nasty plan, having used his magic mirror that he picked up from Home Base for £5.99 to reveal Cassima's plight.

> **"Two young loves have been writing letters"**

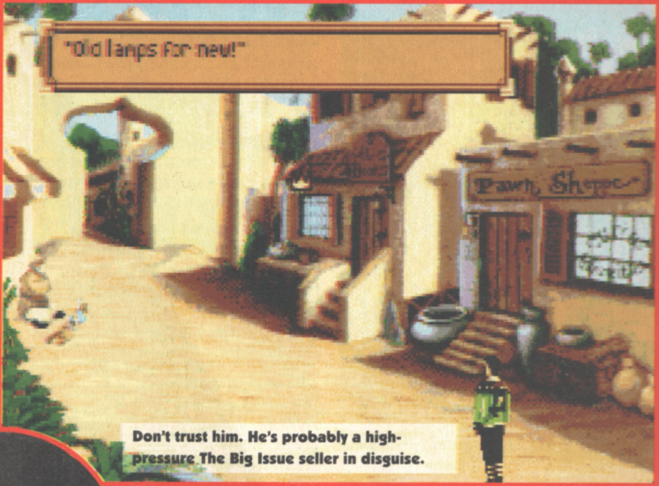
Therefore, as all foolish lovesick young Princes are morally obliged to do, he sets out to rescue the Princess. Without sustaining the plot torture for too much longer, we'll wind up by mentioning that you start the game shipwrecked on the very island on which Princess Cassima is being held captive. Conveniently.

Another of the criticisms by Marky Mark Ramshaw of *Kings Quest 5* was that unless you had a hard drive, the wait times were debilitating. It looks as if the same thing's going to happen with *KQ6*. The game comes on eight disks, but, soul-savingly, it will be hard drive installable.

And finally, in a deliberate digression from the usual summing-up verdict type of finish, there now follows a small list of features that Sierra deem pertinent:

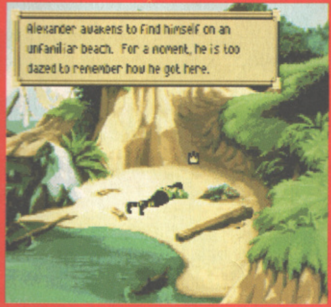
Feature: "More animation in true cinematic graphics." Benefit: Sounds good for the unsuspecting, never-played-*Kings-Quest*-before punter. Feature: "More flexible game design allows you to overcome obstacles in almost any order." Benefit: You can opt to play a simple or a complex style of game. In other words, it can take a long time to complete or an even longer time to complete. Feature: "More puzzles and a greater variety of challenges than any *Kings Quest* episode." Benefit: Can you really count this as a benefit, considering that all software houses say this about up and coming games? Thought not. We'll point and click in a suitably exploratory manner next month.

● *STEVE McGILL*



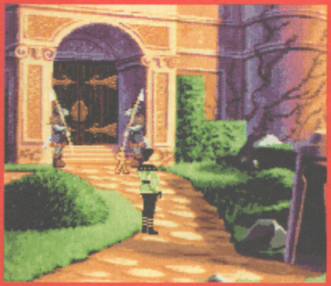
"Old lamps for new!"

Don't trust him. He's probably a high-pressure The Big Issue seller in disguise.

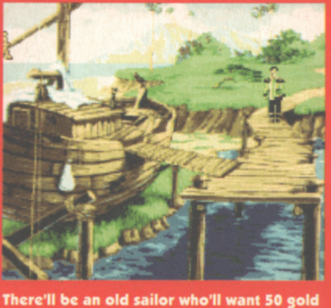


Alexander awakens to find himself on an unfamiliar beach. For a moment, he is too dazed to remember how he got here.

Then it all comes back to him, and he vows this'll be his last cheap package holiday.



We reckon there should be an apostrophe in 'Kings'. But Sierra reckon not.



There'll be an old sailor who'll want 50 gold pieces to take you anywhere. You'll see.

AMIGA POWER GALLUP CHARTS TOP 30

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

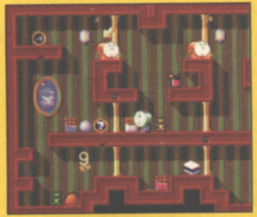
1	(1)	**CANNON FODDER**	Virgin	£29.99	★★★★★
2	(2)	**FRONTIER: ELITE 2**	Gametek	£29.99	★★★
3	(NE)	**LIBERATION**	Mindscape	£29.99	★★★★★
4	(3)	**PREMIER MANAGER 2**	Gremlin	£25.99	★★★★
5	(5)	**THE SETTLERS**	Blue Byte	£34.99	★★★★★
6	(4)	**SKIDMARKS**	Acid Software	£25.99	★★★★
7	(7)	**MORTAL KOMBAT**	Virgin	£29.99	★★★★★
8	(16)	**WINTER OLYMPICS**	US Gold	£32.99	★★
9	(8)	**MONKEY ISLAND**	Kixx	£16.99	★★★★
10	(NE)	**AWARD WINNERS – GOLD EDITION**	Empire	£29.99	★★★★
11	(14)	**CHAMPIONSHIP MANAGER 94 DATA DISK**	Domark	£9.99	★★★
12	(10)	**JOHN MADDEN FOOTBALL**	Hit Squad	£12.99	★★★★★
13	(10)	**EYE OF THE BEHOLDER**	Kixx	£16.99	★★★★
14	(RE)	**ZOOL 2**	Gremlin	£25.99	★★★★
15	(12)	**SENSIBLE SOCCER 92/93**	Renegade/Mindscape	£25.99	★★★★★
16	(NE)	**MAN UTD PREM. LEAGUE CHAMPIONS**	Krisalis	£29.99	★★★
17	(17)	**ASSASSIN SE**	Team 17	£10.99	★★★
18	(NE)	**STREET FIGHTER 2**	Kixx	£14.99	★★★
19	(11)	**CHAMPIONSHIP MANAGER 93**	Domark	£25.99	★★★★
20	(15)	**CHAMPIONSHIP MANAGER ITALIA**	Domark	£25.99	★★★
21	(13)	**POLICE QUEST 1**	Kixx	£16.99	★★★
22	(NE)	**INNOCENT UNTIL CAUGHT**	Psygnosis	£37.99	★★★★
23	(NE)	**CHAMPIONSHIP MANAGER COMPENDIUM**	Domark	£27.99	★★★★
24	(20)	**JURASSIC PARK**	Ocean	£25.99	★★★
25	(30)	**A-TRAIN**	Hit Squad	£17.99	★★★★
26	(28)	**THE BLUE & THE GRAY**	Impressions	£34.99	★★★
27	(RE)	**LEISURE SUIT LARRY 2**	Kixx	£14.99	★★★★
28	(23)	**ALIEN BREED SPECIAL EDITION 92**	Team 17	£10.99	★★★
29	(RE)	**PROJECT X**	Team 17	£12.99	★★★
30	(21)	**STRIKER**	GBH	£9.99	★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full-pricers together, games are rated in stars, and they're not still sponsored by Penguin!

AMIGA POWER RECOMMENDS

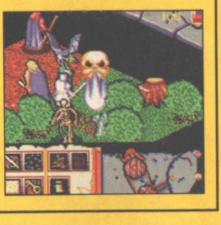
These are the ones that the AP team adore, the ones that you should get.

NAUGHTY ONES



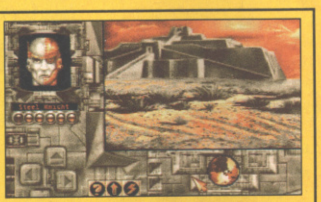
(Interactivision)
'What's wrong?' we collectively cried. This game doesn't have a recognisable cute character. It's written by folk we've never heard of, and, what's more, they're Johnny foreigners. Yet Stuart's opted to award it 90 per cent. "It's everything platform games should be, but almost never are," growled Stuart in his most impressive doubt-it-for-but-a-moment-and-you're-all-fired voice. When he gets like that, we're rarely inclined to argue.

LEGACY OF SORACIL



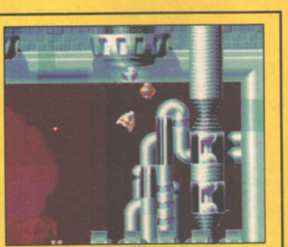
(Gremlin)
An updated, slicker version of *Hero Quest*, with more to it in the way of tricks, traps and puzzles than the original. Other embellishments include a jazzed-up palette, easier combat, a better movement/action point system and auto mapping. Altogether a better proposition than *Hero Quest*, and one that AP has no qualms about recommending to anyone who's into RPG romps.

PERIHELION



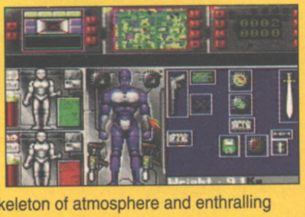
(Psygnosis)
Magnificently moody and atmospheric, *Perihelion* takes you into the strange world of psionics, pools of energy in time and space, and genetically engineered creatures. Aside from that, the world's so weird that it doesn't even exhibit one shade of blue in the visible electro-magnetic spectrum. Grand graphics and good ideas aside, the game really boils down to a six-adventurers-against-the-world-type scenario which, although not particularly original, is one of the best examples of its kind out today.

FLY HARDER



(Krisalis)
Good ideas should never be allowed to go to waste. And that's exactly what happened with *Fly Harder*. Er, that's to say, the idea didn't go to waste. The idea in question is as old as arcade games themselves and is basically a *Thrust/Oids/Lunar Lander* derivative. What's more, with *Fly Harder* you can choose between joystick/keyboard control for the extra-fine control you need when caught in those situations that require intricate manoeuvring. Cam reviewed it, and he can't recommend it highly enough. 'Nuff said.

LIBERATION



(Mindscape)
The CD32's flagship game has been broken down into its component body parts; had the saturated fat of CD quality sound and FMV digitised sequences removed, and been left with an exquisite polyunsaturated exo-skeleton of atmosphere and enthralling gameplay. *(We're deeply sorry. – Ed)* Character interaction is hampered/enhanced by the need to engage in etiquette, and the characters you deal with remember you. *Liberation*'s gone straight into the charts at No. 3 and that leaves nothing else to say, other than: Treat yourself. Buy it some day soon.

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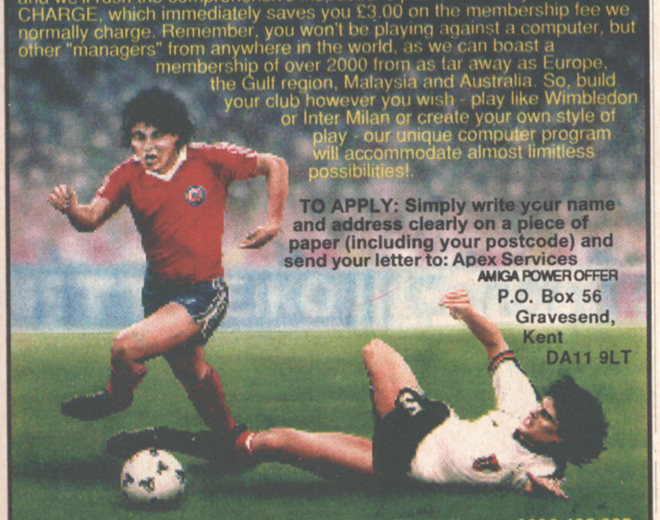

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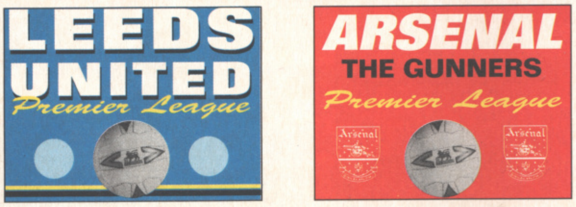
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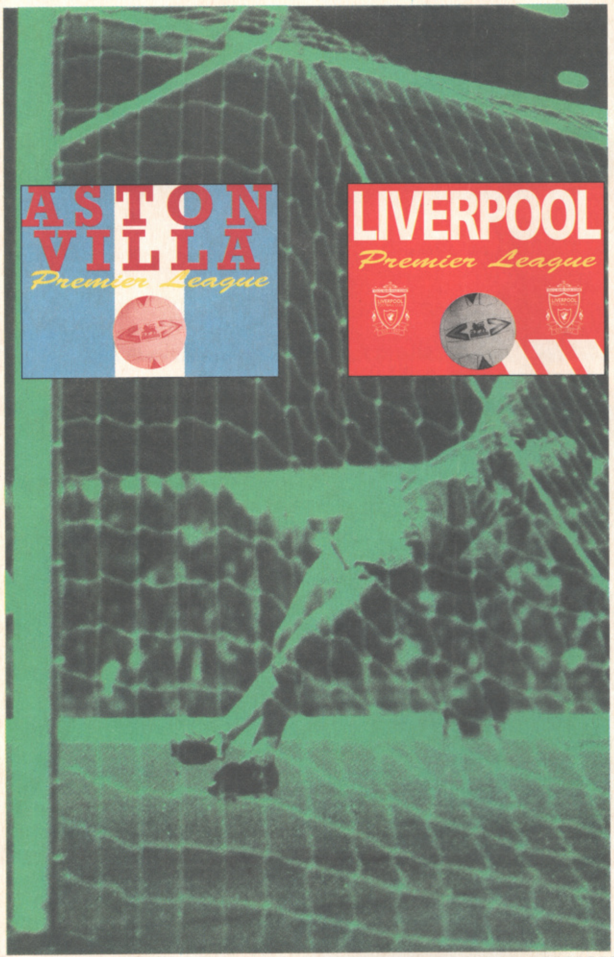
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GAMES

Unfortunately, the entire AP team was kidnapped by South African mercenaries just before this month's photo-shoot. Luckily, though, help was at hand...

JUST WHO DO WE THINK WE ARE?

JONATHAN DAVIES

Meanwhile, Jonathan was frantically (well, as frantically as he ever does anything) bargaining with the team's captors for his freedom. "Look, can't we be reasonable about this?" he said, reasonably. "I mean, keeping us locked up like this, it's hardly cricket, is it?" Stony-faced silence was his only reply. "Er, er, I'll get all my Welsh international rugby-playing mates to duff you up if you don't let us go right now." Still no response was forthcoming. Jonathan's spirits began to sink, but then he suddenly brightened as he remembered his trump card. "I know, we can play this Napoleonic wargame I've got in my anorak pocket, and the winner gets to – ". One of the kidnappers shot him.

STUART CAMPBELL

Stuart didn't even blink as Jonathan crumpled stoically to the floor, bleeding heavily but resolutely maintaining his stiff-upper-lipped glare of disapproval. "And I'll tell you another thing I really hate – it's bloody crap neo-fascist paramilitaries shooting people in the legs just because they were too useless to organise a kidnap properly." One of the balaclava-clad thugs began to quiver noticeably as AP's diminutive Dep Ed continued his rant. "It's all very well emptying a magazine into poor old Jonathan, but I just bet you don't even recognise a second ammunition clip." A rapid-fire burst proved the plucky Scot wrong, and he fell down in sheer surprise.

CAM WINSTANLEY

Even after seeing his colleagues gunned down in cold blood, Cam was unfazed. His Green Beret training had prepared him for exactly this kind of eventuality, and he turned over the various options in his mind. "If I take out the one by the door with a sudden left hook, then execute a forward roll with a half-spin to knock over the one by the window, I should have enough time to disarm him and use his machine-pistol on the rest of the gang, hence freeing the entire team," he pondered. "Alternatively, I could feign mental instability and seek to intimidate them with the sheer force of my physical presence, or –." At that moment, a stray bullet ricocheted off Stuart's shades and grazed the side of Cam's head, causing him to lose consciousness through trauma-induced shock.

STEVE FARAGHER

"Blimey", said Steve.

STEVE McGILL

7'3" staff writer Steve was getting desperate by this point. He still had hopes of seeing his beloved Kilmarnock in the Scottish Cup semi-final against Rangers, and he wanted more than anything else to be in Glasgow. He grabbed surprised AP Art Ed Sal Meddings and pushed her at one of the heavily-armed thugs. "Look, take my wife, do anything you want, but let us go!" "Isn't thet Heng on," said the thickly-accented terrorist, "Isn't thet Jecquie Spenton? I've long been en edmirer of her work on Public Domeyn and Emiga Shopper megazines. Why ere we holding her prisoner? We must let her end her strynge frends go et once."

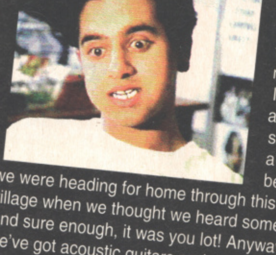
JACQUIE SPANTON

Fortuitously for the AP team, Jacquie returned this month after a nine-month incarceration in the Betty Ford Clinic, and thereby hangs a tale. Sal had popped in for her weekly visit, clutching a bottle of Jacquie's specially-prescribed mineral water. What she wasn't prepared for was the elaborate trap Jacquie had constructed out of elastic bands and empty Alka-Seltzer tins, and when Sal came to, she found herself alone in Jacquie's 'room', wearing the errant crayon-wielder's clothing and protesting the mistake to the unimpressed Clinic wardens. Jacquie, meanwhile, donned a fiendish Sal disguise, and reclaimed her old position. Will she be found out? Will justice prevail? Is that really mineral water in there? Watch this space...

SARAH SHERLEY-PRICE

The team, meanwhile still faced the problem of getting back to the office in time to complete this month's issue. The kidnappers had kindly bandaged their wounds and driven them from the small hut in the middle of a desert where they'd been held to the nearest town, but the crew had no cash to pay for their fares home. "I know," offered new art girl Sarah, "I'll flutter my eyelashes winsomely at some of the locals, make them fall in love with me, and then get them to hand over their life savings while they're still in a heady romantic trance." She rushed off in the direction of the local market to put her plan into effect, but before the team could follow, a large red double-decker bus drove by. And who was that in the driver's cab?

DAVE GOLDER



"Jump in, gang!" yelled Dave, beaming cheerfully and tooting his horn. "Fancy meeting you lot here! I've just been on a month-long safari holiday with a few of my bestest chums, and we were heading for home through this picturesque local village when we thought we heard some familiar voices. And sure enough, it was you lot! Anyway, jump aboard – we've got acoustic guitars and ginger beer to spare, and the party's just beginning to swing!" Momentarily forgetting all about their missing companion, the team boarded the bus and joined in a hearty chorus of 'Summer Holiday'. A postcard delivered to the office a month later revealed that Sarah was happily married to a wealthy Lycra-swimsuit salesman, but that she'd try to visit us soon.

RICH PELLEY

Sadly, Rich Pelley couldn't make it into the office this month. But he sent in his Last Resort and Complete Control text as usual, and somehow, his spirit stayed with us...

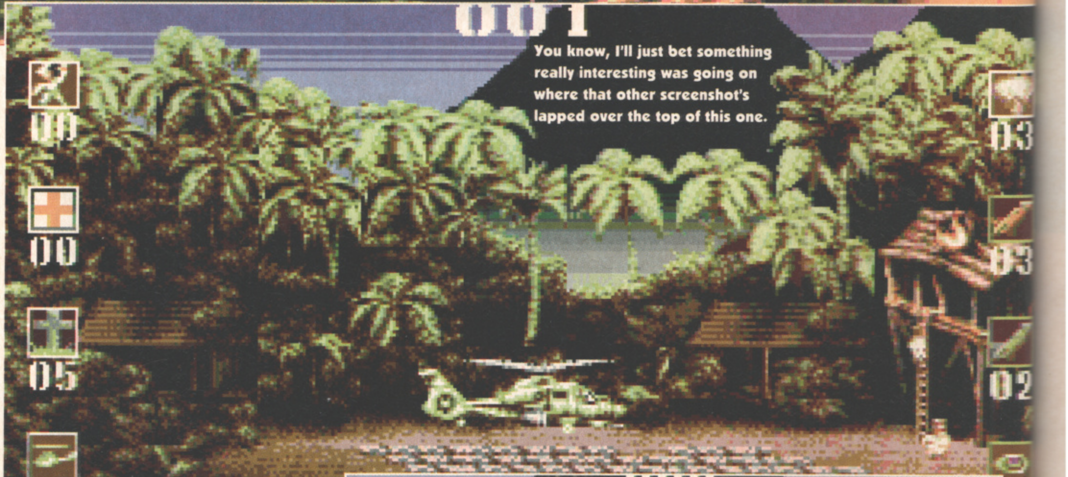
APOCALYPSE

Some people think games like this are too violent for you to play. What a bunch of muddy funsters they are, eh chums?

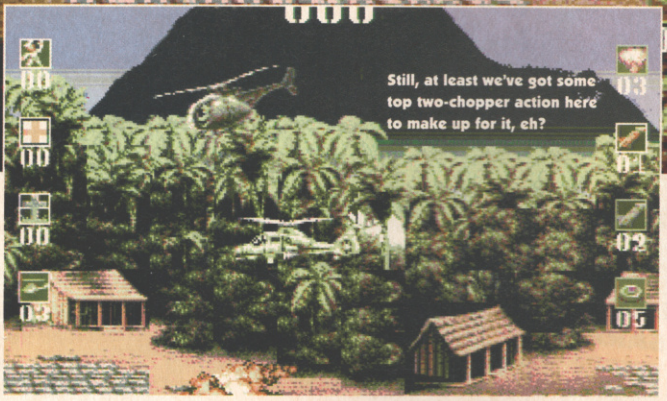
Game: Apocalypse
Runs on: A500, A600, A1200
Publisher: Virgin
Authors: Miracle Games
Price: £29.99
Release: Out now

Did anyone watch RoboCop on TV a few weeks ago? How we laughed. In a tribute to censors the world over, and in light of recent developments in the videogame biz, the rest of this review will (for your own protection) be written in the style of a film shown on ITV at half past ten on a Saturday night. Thank you.

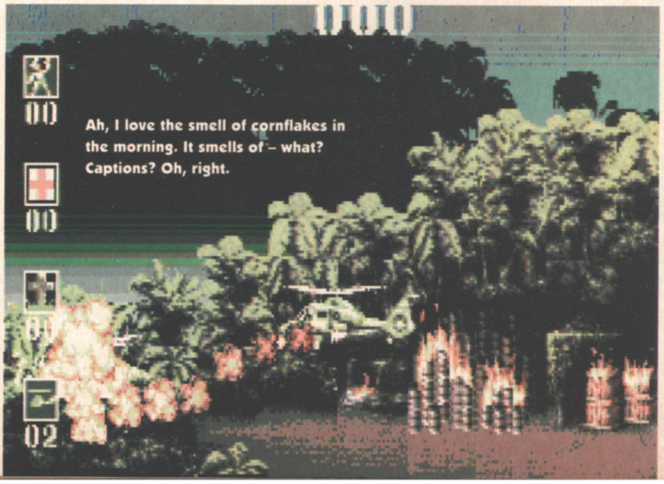
('Flip' – Ed) me! What a *('Freaking' – Ed)* great game! There's all these *('Crumbag' – Ed)* soldiers running around *('Kicking' – Ed)* loads of hostages, right, and you fly all over the place in your helicopter and *('Shout' – Ed)* at them with your *('Mischief gunk' – Ed)*. Sometimes the nasty little *('Cork servers' – Ed)* launch *('Mistletoe' – Ed)* at you, though, so you have to fire off *('Rococos' – Ed)* and completely *('Annoy' – Ed)* them with *('Napkins' – Ed)*. Sometimes, the hostages get *('Short' – Ed)* by mistake, though, and lie on the ground oozing *('Absolutely nothing at all' – Ed)* all over the shop, so you have to fly back to your hospital tent and bring some people with stretchers in to carry them away before they *('Diet' – Ed)*.



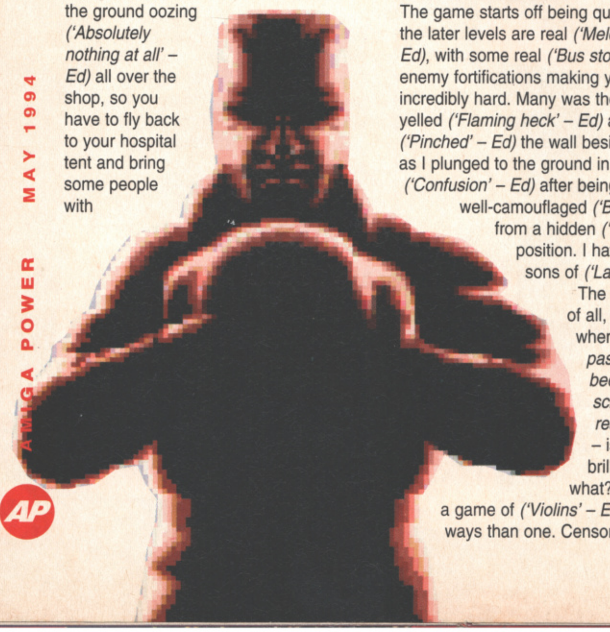
You know, I'll just bet something really interesting was going on where that other screenshot's lapped over the top of this one.



Still, at least we've got some top two-chopper action here to make up for it, eh?

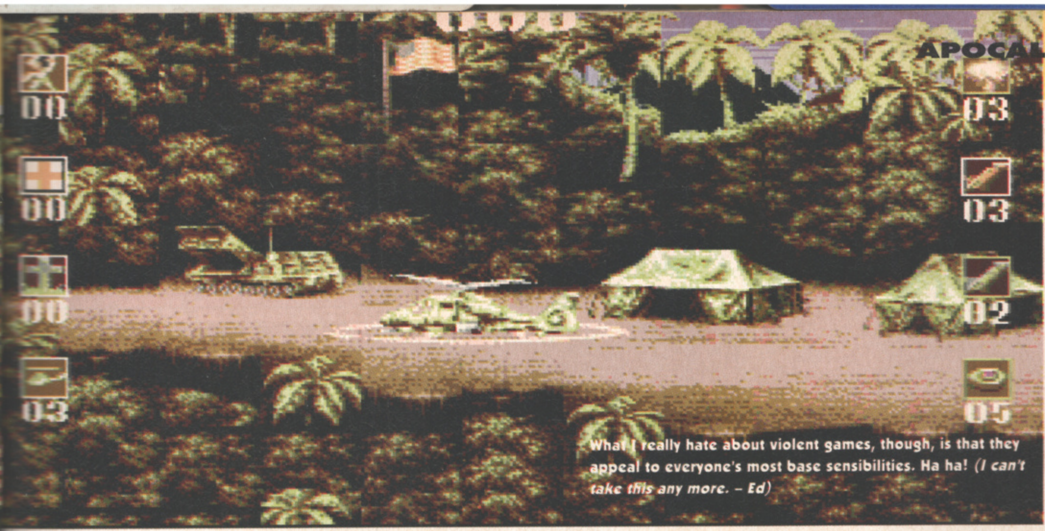


Ah, I love the smell of cornflakes in the morning. It smells of – what? Captions? Oh, right.



DELIRIOUS

The game starts off being quite tricky, but the later levels are real *('Melon farmers' – Ed)*, with some real *('Bus stops' – Ed)* of enemy fortifications making your life incredibly hard. Many was the time I yelled *('Flaming heck' – Ed)* and *('Pinched' – Ed)* the wall beside my desk as I plunged to the ground in a ball of *('Confusion' – Ed)* after being hit by a well-camouflaged *('Bulletin' – Ed)* from a hidden *('Nun' – Ed)* position. I hate those sons of *('Ladies' – Ed)*. The very best bit of all, though, is when *(This passage has been 'edited for scheduling reasons'. – Ed)* – is that brilliant or what? Yes, this is a game of *('Violins' – Ed)* in more ways than one. Censors, eh? What



What I really hate about violent games, though, is that they appeal to everyone's most base sensibilities. Ha ha! *(I can't take this any more. – Ed)*

a load of *('Publishers' – Ed)*. I can't stand self-appointed moral guardians of any kind (Even given that 'right' and 'wrong' were any kind of scientific absolutes, which they're obviously not, what makes Mary Whitehouse, say, any better judge of them than, say, Madonna?), and it *('Parks my car' – Ed)* that they're starting to creep into our little world now too.

MILK MONITOR

Apocalypse is almost certainly the kind of game that would get a '15-17' in the new videogame rating system ('realistic' graphics, little people getting wounded as well as killed, the screams of the dying, politically sensitive plot scenario, whatever), and I'm not really sure quite where it's all going to get us, save for making the industry look more 'responsible' in the eyes of a group who don't really give a *('Fig' – Ed)* about it anyway. I mean, if you're a parent, what really worries you more – the fact that little Jimmy's seeing a bit of splotchy computer blood in *Mortal Kombat*, or the fact that he's forking out 60 quid for it in the first place? Exactly. Anyway, back to *Apocalypse*.

Apocalypse, as I'm sure you all know by know, is an updated version of *Choplifter*, a hugely popular shoot-'em-up from the early days of the C64 and the Atari 400. You pilot a helicopter into enemy territory, blast open prison huts, and ferry the thus-released hostages back to the safety of your base in your chopper. Enemy units (tanks, infantry, helicopters, gun positions) try to shoot both you and the hostages, and there endeth the plot. It's a straightforward and old-fashioned arcade game, and *Apocalypse* doesn't mess with the winning formula.

As well as being a strength, though, that's possibly the game's greatest weakness – what's alright for a fiver in 1985 doesn't necessarily make for a good deal in 1994 at £30. *Apocalypse* is beautiful while it lasts, but you only get five levels, and there's a limit to how many times you can go back and play them again before it gets a little dull.

I'm getting a little ahead of myself, though. Let's talk about the gameplay for a bit (go on, you know you want to). Like I said, it's *Choplifter* with a few frills, namely some power-ups and some pretty scenery. But what pretty scenery – *Apocalypse*'s lush greenery and mist-shrouded mountains conjure up the image of the best Vietnam movie you've never seen. Level two is especially lovely, with waterfalls cascading into shimmering pools beside terraces of jungle huts snuggling together underneath skyscraping machine-gun towers, but every level (well, the four I've played) is a verdant symphony of mellifluous – er, sorry, getting a bit carried away there. It's nice, anyway.

It's a satisfyingly difficult game, too. You start off with no continues, earning one only for saving every single hostage on a level. Without them your chances are minimal, because *Apocalypse* starts off hard and gets exponentially harder, but there's always a way through – so long as you keep plugging away you'll always get somewhere eventually.

It helps to discover the best order to destroy the various buildings in – for example, on level one you can save

➤

> **"Six little geezers in your chopper at once"**

AND NOW, SHE'S GOT HELICOPTERS...

Here are just a few of the hilarious helicopter-based antics you can get up to.

1. FLYING BACKWARDS

Yes, I know you can't tell from the screenshot, but I'm going backwards. Honest I am.

2. HOVERING

Okay, so you're having to take me on trust again, but I'm not moving here. Really. No, *really*.

3. FLYING BACKWARDS

No, wait, hang on, I've had an idea – look, I'm firing upwards, you can only do that when you're flying in reverse. See, I wasn't lying. Ha.

4. HOVERING

And look, this is me five minutes after screenshot number two, and I'm still in exactly the same place. Hovering. See?

5. MASSACRING THE INNOCENT

(That's enough hilarious things you can do in your helicopter. – Ed)

...YES SHE HAS

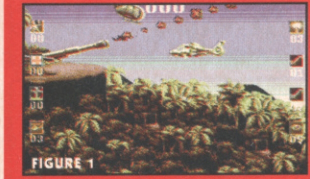


FIGURE 1

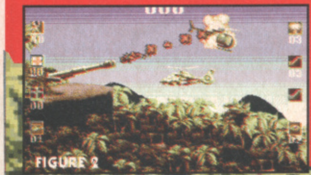
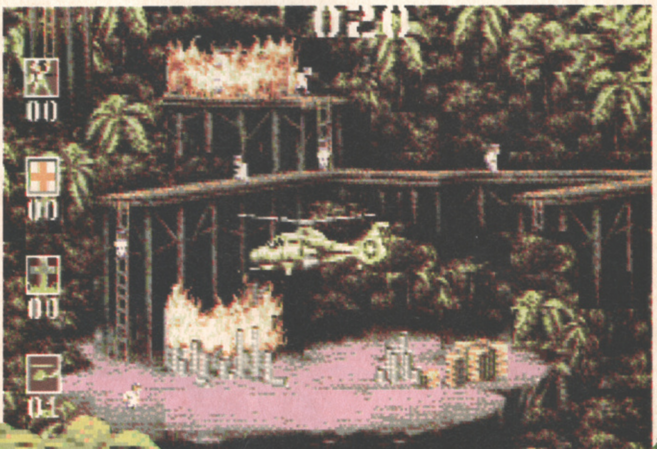


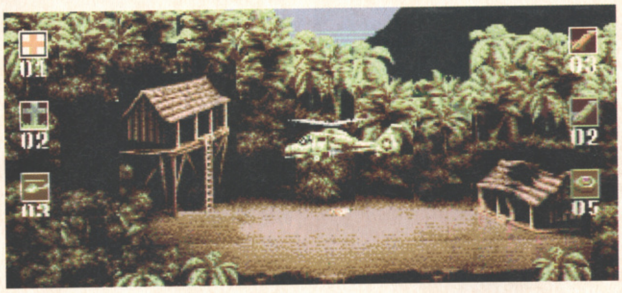
FIGURE 2

My very favourite thing about *Apocalypse*, I think, is that enemy ordnance (as Cam would call it) has the same effect on everything in the game world, not just you. Hence, if an enemy chopper is chasing you around and a big howitzer on a far-off hill fires at you (Fig.1) and misses, the shot can actually blow up your opponent instead (Fig.2), or land on the ground below and take out infantry or hostages' huts.

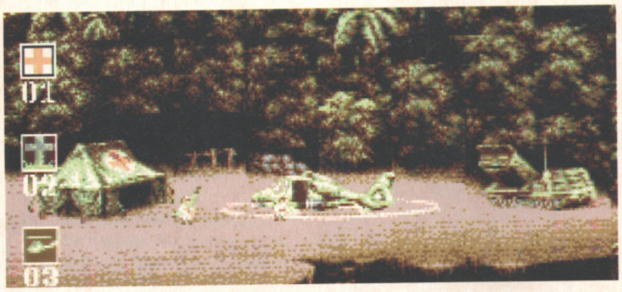


RUN MY WAY RUNWAY

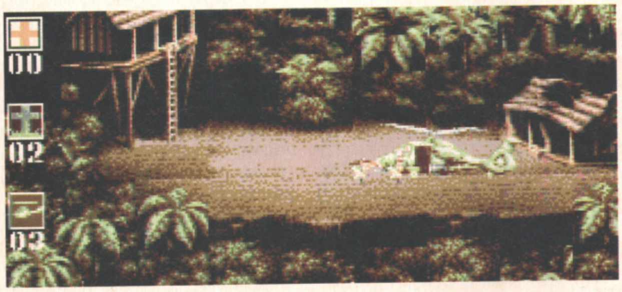
Yes! Another blow struck for realism in computer games! War is stupid! Oh, the horror! And so on!



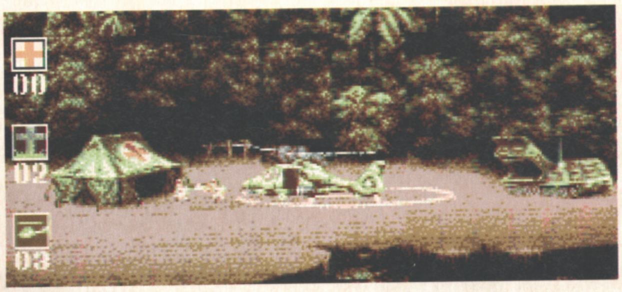
An internal misunderstanding leads to some of the hostages being wounded by 'friendly fire'.



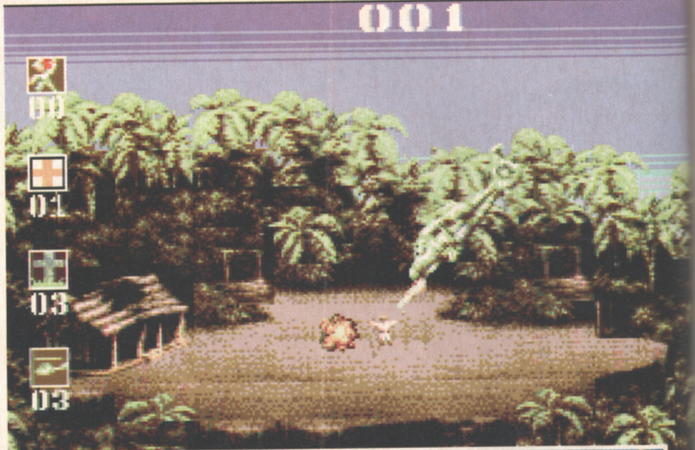
But it's not all over yet, oh no.

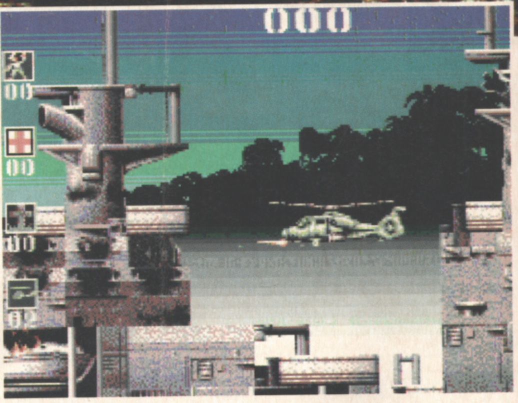


A recently-privatised team of paramedics rushes to the scene and carts our heroes off on stretchers.



And delivers them safely to a BUPA tent somewhere in the jungle. "That'll be £478.50 including VAT, mate. Oh, he appears to have died of heart failure. Flip."





(Above) Ha ha, managed to get that 'massacring the innocent' pic in here. Hurrah.

(Right) Take out that bridge! (Special naval gag there, maritime fans. Cheers.)

yourself an awful lot of trouble by taking out the big gun mounted on the hillside and then the enemy radio hut nearby, which prevents enemy choppers from being summoned to attack you every time you land to pick up hostages. This is pretty much the only element of strategy in the game, so make the most of it.

SPEAK UP BOY

The only annoying thing about the gameplay structure, in fact, is that you can only carry six little geezers in your chopper at once (or two if you've got a medical team on board to pick up the wounded). This is, of course, a deliberate ploy gamewise, but it's a bit of a pain on the second level, where the only sensible way to play is to wipe out all opposition first, then release the hostages and take them back without the danger of accidentally wasting them in a firefight.

The problem is that there's 40 of the little bleeders, so you have to do seven trips laboriously trudging backwards and forwards across almost the entire length of the stage, and it's a bit pointlessly dull.

Um... anything else I can tell you about *Apocalypse*? No, don't think so.

● ***STUART CAMPBELL***

ON THE OTHER HAND

Cue Ride of the Valkyries, cue Robert Duvall cast as a 'not at all crazy' Air Cav captain in the only truly memorable scene ifrom Apocalypse Now. You've seen the film, now play the game. Boom!! Krump!!! Thwup-thwup-thwup1!! Takka, takka!! Diiiieeeee!!!! It's that kind of game, more John Woo than John Wayne with stunts and a body count to match, and like Woo's movies, the relentless action's fleetingly fun but gets a monotonous later. Fun, but only fleetingly.

● ***CAM WINSTANLEY***

UPPERS Beautiful-looking, tough and addictive.

DOWNERS Hard as they are, five levels aren't going to last you forever. And it doesn't, would you believe, recognise a second disk drive. Five percent off.

THE BOTTOM LINE

Overpriced at 30 quid, undoubtedly, but a deeply enjoyable game all the same, and well worth at least 81%.

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THE BOTTOM LINE

A1200 Disappointingly, you don't get 256 shades of green in the jungle foliage. Or anything else any different from the A500 version.

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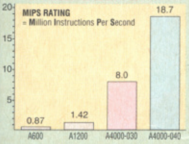

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DARKMERE

Once upon a time, long, long ago... Oh dear, not again.

Game: Darkmere
Runs on: A500, A1200
Publisher: Core Design
Authors: Zero Hour
Price: £29.99
Release: Out now

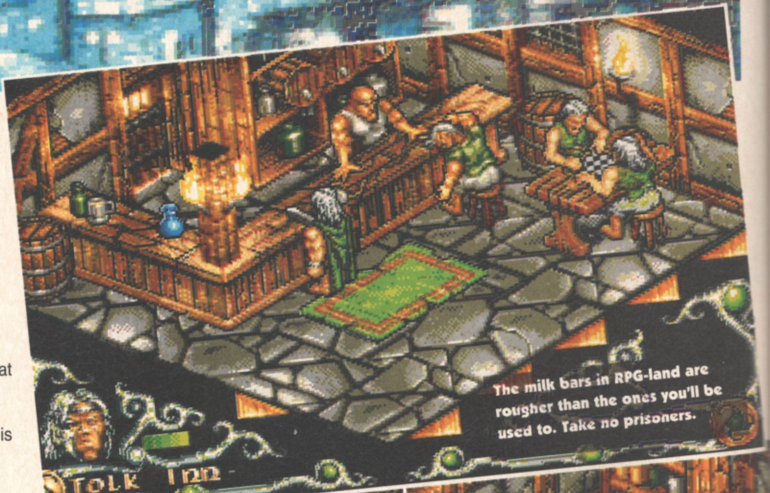
Examine a table in *Darkmere* and you'll be told something like: "Its top is made of oak whilst the legs are carved from yew. The top bears score marks made with a knife." Which is fine. Very descriptive and everything. BUT NOT EVEN REMOTELY INTERESTING.

We're meant be caught up in some perilous quest to rescue a princess or something, and the game stops to tell us what sort of wood the legs of a table are made from. Why? Why put 'table' in the list of examinable objects if that's all it's going to tell you? In fact, why stop at the furniture? Why not include 'floor', or 'right arm', or 'air'? "The floor is flat, and made of a hard, igneous rock. It supports your weight with apparent ease." "Your right arm is covered in skin, and adorned with fine hairs. A joint at its centre enables it to bend through approximately 180°, and further joints at either end attach it to your shoulder and right hand." "The atmosphere is composed of a mixture of 78% nitrogen, 21% oxygen, and 0.03% carbon dioxide, with the remainder comprising argon, water vapour and traces of other gases. In addition, it carries many particles of dust and pollen, and its overall movement indicates a light south-westerly breeze." Tch.

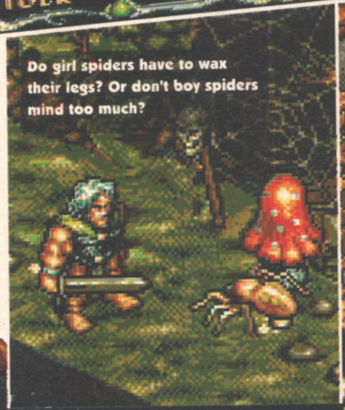
RUN OVER

If, despite all this, you decide to carry on playing, you'll discover that you've been zapped into a village, and encumbered with the task of freeing it from a Darkmere (which is some kind of spooky curse). The whole place has been over-run by orcs and dragons, and most of the inhabitants seem to be dead.

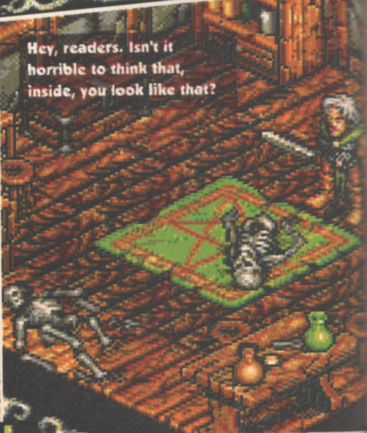
Needless to say, the world of *Darkmere* is one of those RPG-type ones that's full of half-timbered houses, tankards of ale, flickering torches and men with long hair, so you should know your way around pretty well. There's even a pub called the 'Tolk Inn'. Gosh I laughed. And it's all rendered in 3D, like in *Shadowlands*, with your stumpy-



The milk bars in RPG-land are rougher than the ones you'll be used to. Take no prisoners.



Do girl spiders have to wax their legs? Or don't boy spiders mind too much?



Hey, readers. Isn't it horrible to think that, inside, you look like that?

FIVE INTERESTING THINGS ABOUT DARKMERE

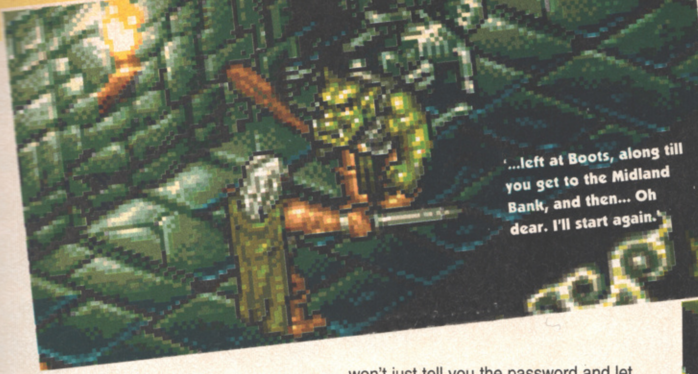
No. 1:
HIT POINTS
The best way to restore your energy in *Darkmere* is, oddly, getting into fights. Every time you strike a blow on an enemy, your energy gets topped up. Eating food also helps, as does, er, not getting into fights in the first place.

No. 2:
STREET NAMES
All the streets in Level 1 of *Darkmere* have names. So you can draw a map if you want, and write them all on. In this repect, *Darkmere* closely resembles an old Spectrum game called *Dun Darach*, which was really good.

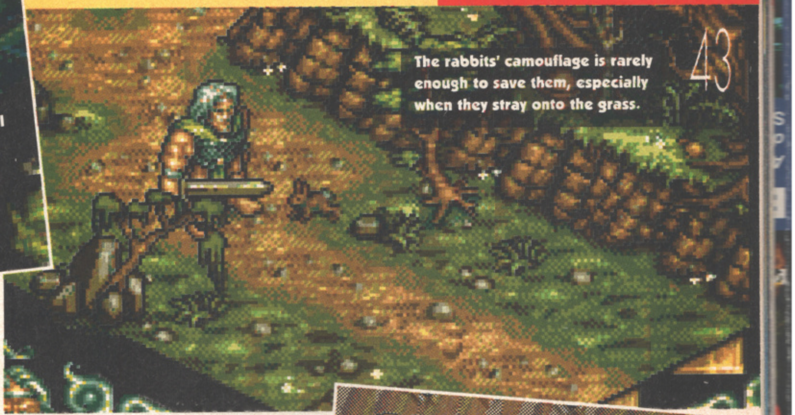
No. 3:
TIME REVERSE POTIONS
There's no save game facility in *Darkmere* as such. But you'll occasionally find time reverse potions lying around which will, when swallowed, save your game. So actually, there is a save game facility after all. Phew.

No. 4:
KEYS
Every time you use a key in *Darkmere*, the game feels compelled to come up with an excuse for it having become stuck in the lock and removed from your inventory – it was rusty, for example, or snapped off. This gets inexpressably annoying after a while.

No. 5:
RABBITS
You can kill the rabbits. And eat them.



'...left at Boots, along till you get to the Midland Bank, and then... Oh dear. I'll start again.'



The rabbits' camouflage is rarely enough to save them, especially when they stray onto the grass.

looking bloke plodding around killing orcs and generally being in an RPG.

RUN DOWN

Although the actual walking from screen to screen is done in an animated, actually-walking-around kind of way, everything else seems to be achieved by flicking through menus. Once you're standing in a room, there are menus to search it, pick things up, examine things (but don't – no, really), eat things, use things and all the rest of it. You don't actually see any of this happen – select 'pick up bread' from a menu and, when the menu disappears, the bread's picked up, just like that.

Oh, except the fighting's animated too. If you see a monster you can walk up to it and hit it with your sword. This tends to be a bit haphazard, though, with your character often turning his back on the monster for no apparent reason. And paying the consequences.

There are three levels, each one consisting of a mini-adventure which you've got to complete before proceeding to the next. Three might not sound like many, but they're massive, consisting of hundreds of screens each with loads to do in, er, some of them.

So off you go, plodding through level one, with the initial task of discovering a password to get out of the town. After idly chatting to some of the few surviving locals, you'll hopefully stumble into the blacksmith's, where the proprietor will offer to tell you the password – if you give him five ingots in return. Quite why he won't just tell you the password and let you get on with saving his town isn't clear, and given that there's no 'hold a sword to his throat' option in any of the menus you haven't got much choice. So off you go to find five ingots.

And so on. You do that for a bit, and perform a few other adventure-related tasks, and presently you'll find yourself on level two. And – behold – the blighted town has been replaced by trees, ferns ("Its green fronds seem strong with no hint of disease"), mushrooms ("Its skin is smooth and seems to be slightly slimy"), rocks ("The boulder seems to be of limestone and has lichen growing on it") and bunny rabbits. But all's not well. The forest is crawling with trolls, spiders and skeletons, and there are dead bodies ("The skull still has decaying flesh hanging loosely off of [*gnngh*] it. Numerous flies buzz around it, some landing to feed and lay their eggs") lying around all over the place.

And – again – so on, until you get to the third and final level. But we'll leave the details of that one as a surprise, eh? And by the time you've finished that, you'll have been playing the game for absolutely ages. Which can't be a bad thing.

> "Its green fronds seem strong with no hint of disease"

But will it have been time well spent? In other words, is *Darkmere* any good?

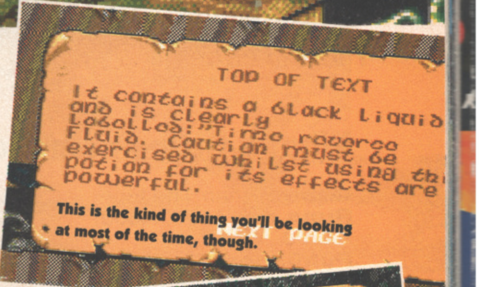
Well, the graphics are nice. They're nothing you won't have seen before in a thousand other RPGs, but they do look pretty, especially once you get into the forest with the bunnies hopping about. The sound, too, is undeniably all right, with the 'ping' and 'click' of things being chosen from menus backed up by atmospheric middle-earthen sound effects, although the former tend to drown out the rather quieter latter.

RUN AWAY

But (and you could sense that coming, couldn't you?) *Darkmere* doesn't honestly stand out as a classic. I was never actually bored while playing it, but at the same time I was hardly on the edge of my seat. I dunno. I think it's mainly to do with the menus. You spend so much time looking at them that they, rather than your little 3D warrior and his surroundings, become the main focus of the game, and it's impossible to become truly involved in the storyline. Although selecting 'take' and then 'bottle' from a menu is much quicker than pointing at the bottle, watching your bloke walk over to it, and getting him to pick it up, it's also less exciting, and reveals the rather clunky mechanics of the game all too clearly.

Three disks of mildly diverting, orc-slaying, door-unlocking, gold-piece-collecting RPG action, then. But at the last count, the AMIGA POWER cupboard (the one marked 'Games We're Never Ever Going To Play Again Now We've Reviewed Them', in fact) already contained at least 700,000 disks of orc-slaying, door-unlocking, gold-piece-collecting RPG action. Hmm.

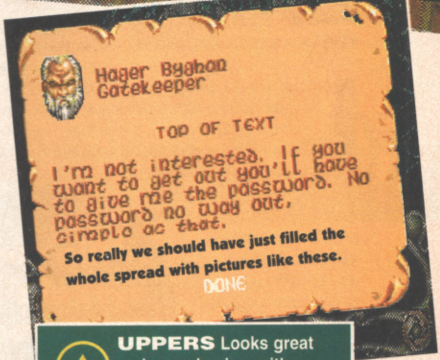
● ***JONATHAN DAVIES***



TOP OF TEXT

It contains a black liquid and is clearly Labelled:"Time reverse Fluid. Caution must be exercised whilst using th potion for its effects are powerful.

This is the kind of thing you'll be looking at most of the time, though.



Hager Byghon
Gatekeeper

TOP OF TEXT

I'm not interested. If you want to get out you'll have to give me the password. No password no way out, simple as that.

So really we should have just filled the whole spread with pictures like these.

UPPERS Looks great and sounds nice, with plenty of playing area to explore, all in a comfortably familiar setting. Takes centuries to load, but there's no disk accessing at all while playing. It's easy to get to grips with the controls.

DOWNERS The menu-based control system pushes the pretty 3D graphics into the sidelines, and is what you'll be looking at for 90% of the time (pehaps explaining why the pedantic descriptions of every wretched object in the game get on your nerves so easily). And there's nothing particularly new in there.

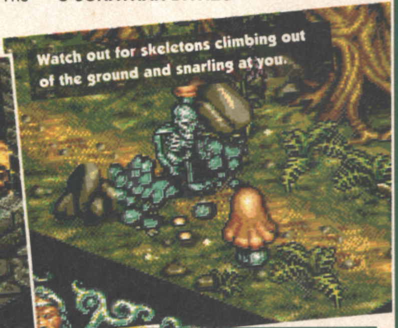
THE BOTTOM LINE

Pleasant to look at (when the menus aren't blocking out the view), but curiously mechanical to play. Buy it, but don't come crying to us when you discover there's nothing about it that's actually all that great.

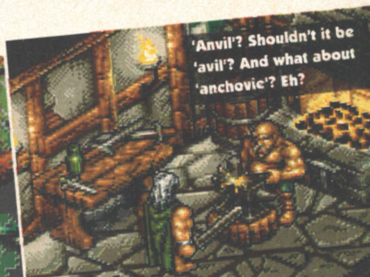
69 PERCENT

THE BOTTOM LINE

A1200 Uncannily similar.



Watch out for skeletons climbing out of the ground and snarling at you.



'Anvil'? Shouldn't it be 'avil'? And what about 'anchovie'? Eh?

Try not to be nervous on occasions like this. Or just take another route.

ON THE OTHER HAND

I suspect that *Darkmere* was developed simply because Core had come up with a new isometric game engine for *Skeleton Krew*, and figured they'd cash in on it. Although the graphics are pretty tasty in *Darkmere*, they're fronting for such a glib storyline that all this hard work's been in vain. I don't know, maybe I'm just all Tolkien-ed out, but a game's got to have a bit more than a 'wander, slash, wander, pick up' game flow to keep me interested. This doesn't, and consequently, it didn't.

● ***CAM WINSTANLEY***

BRIAN THE LION

What a fitting name for a lion. Lucky he wasn't born a speckled flycatcher, hmm?

Game: Brian The Lion
Runs on: A500, A600, A1200
Publisher: Psygnosis
Authors: Reflections
Price: £29.99
Release: Late April

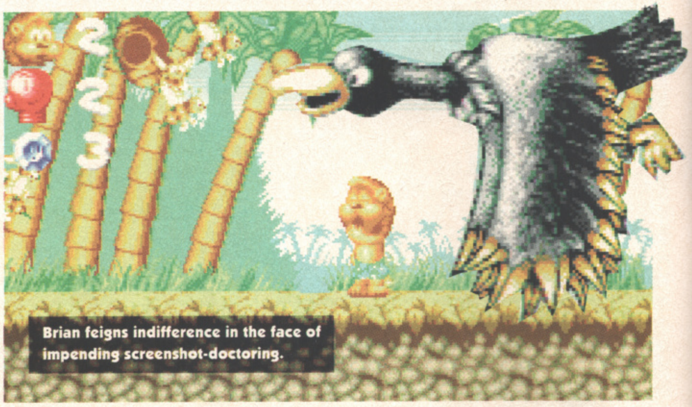
Let's make a list, shall we? Let's, just for easy future reference, make a list of all the things that we really, *really* hate about cute platform games. Because we're always going on (well, Cam is, anyway) about 'Oh no, not another cute platform game', or 'Isn't it great to see something that isn't a cute platform game?' and all that kind of stuff, but we've never really explained why. After all, some of our favourite games are cute platform games, so why should we hate most of them so? Here's why.

PERFORATE

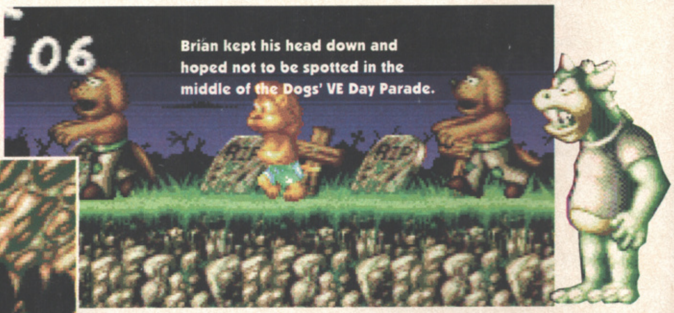
Leaps of faith, where you have to take pot luck and jump blindly off the screen, hoping that there isn't a spike pit or deadly lava pool beneath you, although there frequently is. Incredibly tricky sections where you have to painstakingly edge all the way to the end of a level, only to get killed just before the end and be sent *all the way back to the bloody start*. Invisible dangers, where you can be standing happily on a harmless-looking platform and then suddenly, without any kind of warning whatsoever, a load of spikes spring up from nowhere and perforate you to death. Bits where you can fall 'off' what looks like the ground and plunge down a seemingly bottomless pit and die. Hidden rooms which are hidden down exactly that kind of pit, and don't have even the most subtle signs to indicate their presence, so to discover them you have to go randomly jumping down deadly holes. Slippy bloody slidey bloody ice bloody worlds. Up all night thinking of that idea, eh lads?

"Rip your eyeballs out with your fingernails"

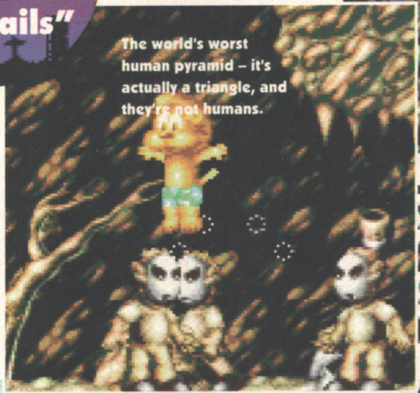
Having to jump on bad guys' heads to kill them, but having some bad guys who just kill you if you jump on their heads, even if they don't have any obvious warnings like spikes on their hats or something. Dead bad guys who regenerate as soon as you move their starting position about three pixels off the screen. Bad guys who fly at you from off-screen when you're in mid-jump, hit you when you can't avoid them, and bounce you straight down one of the aforementioned bottomless pits. Being able to stand on one bit of scenery, but not

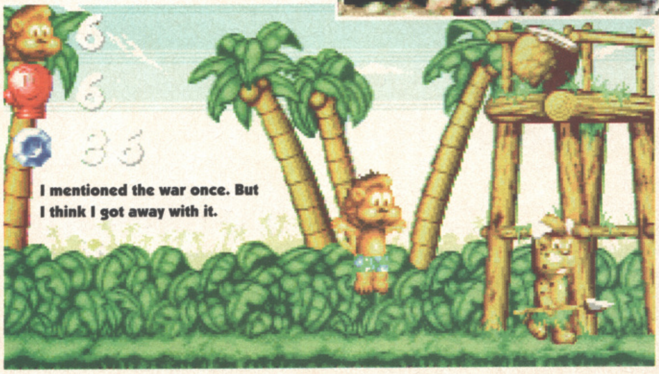


Brian feigns indifference in the face of impending screenshot-doctoring.

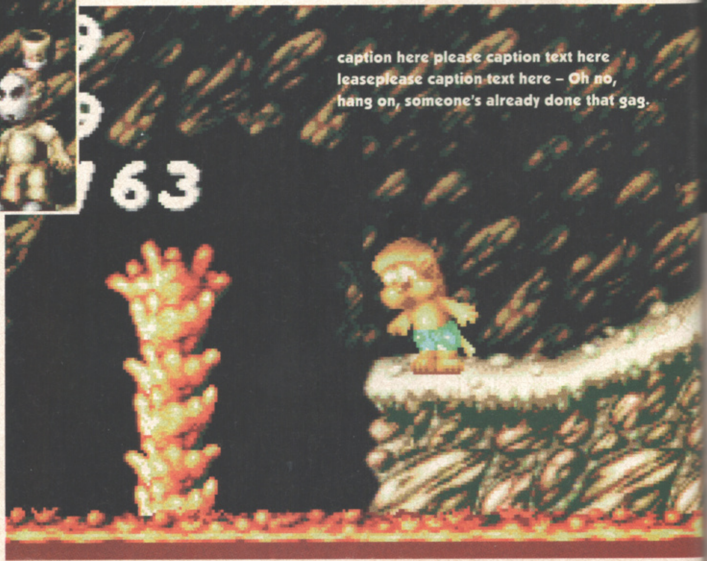


Brian kept his head down and hoped not to be spotted in the middle of the Dogs' VE Day Parade.

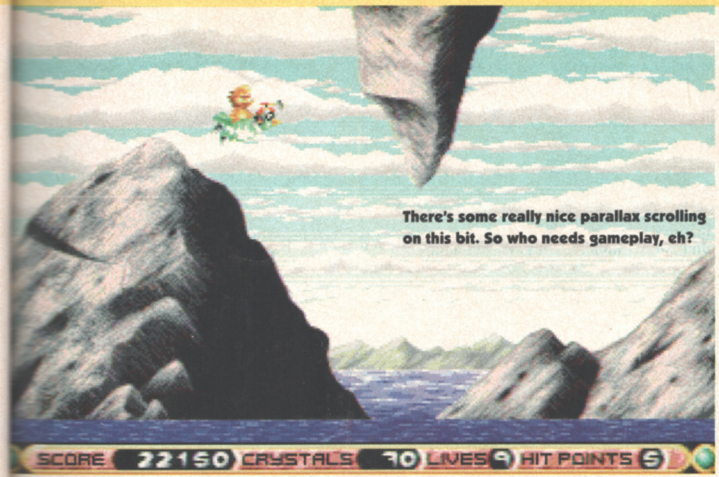

The world's worst human pyramid – it's actually a triangle, and they're not humans.



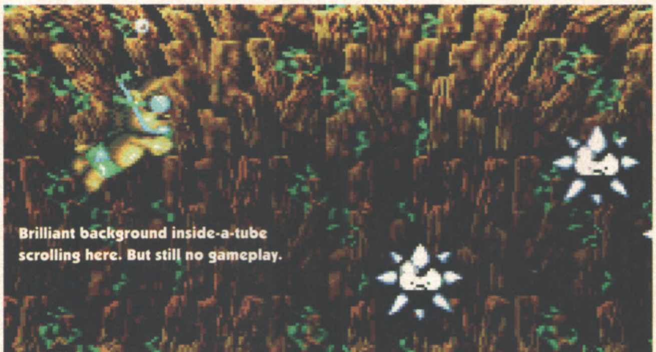
I mentioned the war once. But I think I got away with it.



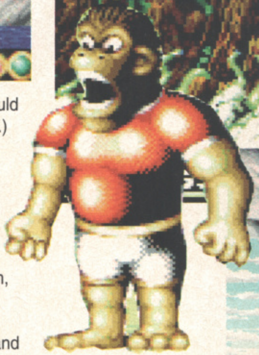
caption here please caption text here leaseplease caption text here – Oh no, hang on, someone's already done that gag.

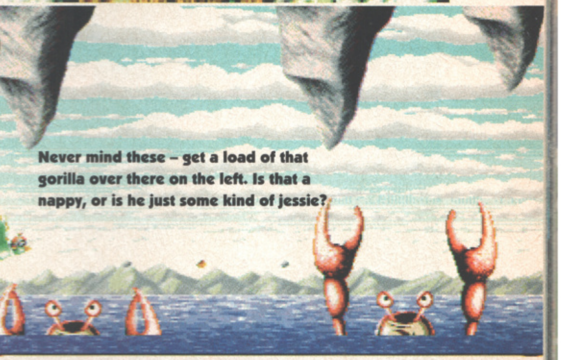


There's some really nice parallax scrolling on this bit. So who needs gameplay, eh?



Brilliant background inside-a-tube scrolling here. But still no gameplay.





Never mind these – get a load of that gorilla over there on the left. Is that a nappy, or is he just some kind of jessie?

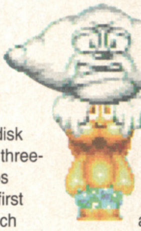
another, completely identical one for no readily apparent reason. Unbelievably annoying sections combining about four of the above, where you have to climb to the top of something, making leaps of faith onto bits of scenery which you sometimes can and sometimes can't stand on, but keep getting knocked down by regenerating baddies and falling all the way down to the beginning again until you rip your eyeballs out with your fingernails in frustration (even when you're playing with a cheat mode giving you 50 times the normal hit points).

And while we're here, let's make another list. Let's make a list, this time of things we really, *really* hate in games generally, cute platformers or otherwise. Things like:

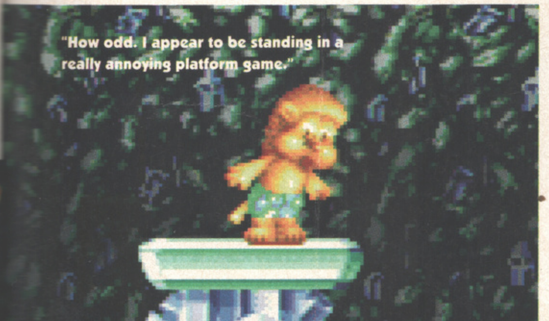
Not recognising a second disk drive (natch), especially in (say) three-disk games with three disk swaps before you even get to start the first level. Stupid copy protection which appears *in the middle of the game*, would you believe? (And not just once, either.) Mazes. Oh God, I can't go on.

ANIMAL CHUMS

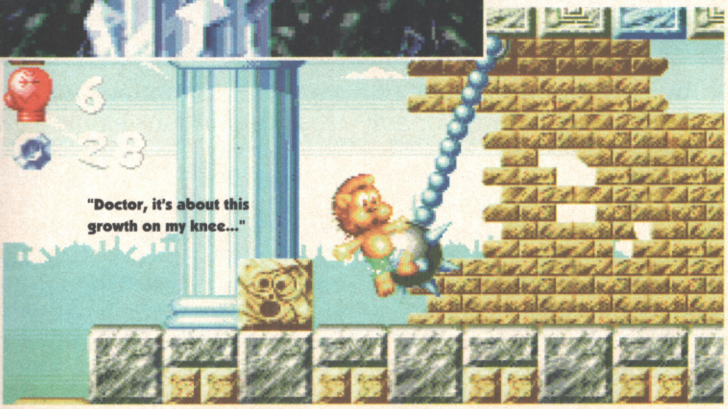
What we really hate most of all, though, is seeing some poor lovable character, trying for all he's worth, taking his one big shot at megastardom, being put through all of these terrible ordeals at once. It happened to Oscar (poor, sweet, almost-invisible Oscar), and now it's happening to Brian The Lion.



It's a crying shame, it really is. Brian is such a cuddly little cartoon lion, with his Bermuda shorts and his amusingly '70s haircut and his chubby cheeks and his repertoire of funny looks and his comical power-ups (or 'abiltys', as the game calls them) and his cute array of little furry animal chums, but he doesn't have a chance up against gameplay this annoying. It's desperately trying to be *Super Mario World*, with a similar world structure based on finding different exits from each stage (and even some pretty impressive SNES Mode 7-style effects, like the rotating circular backdrops and tilting platforms on some of the bonus levels), but Reflections have made exactly the same mistake that almost everybody makes when they try to copy the *Super Mario* games – they spot the cute graphics, they spot the hidden worlds, they spot the basic game structure, they spot the bouncy music, but what they all somehow manage to miss is the painstaking perfection of (hold on to your hats) the *gameplay*.



"How odd. I appear to be standing in a really annoying platform game."



"Doctor, it's about this growth on my knee..."

SCREAMING FIT

In *Mario* games you never get leaps of faith, you never have to deal with things you haven't been previously introduced in a gentle, learning kind of way, you never get killed by things that you didn't have a chance to see beforehand. It's fun, fun, fun and a hard-but-fair challenge all the way, whereas *Brian The Lion* is just irritating and aggravating and makes you bounce the joystick off the wall in a screaming fit when you've made a single mistake, fallen off a precarious platform to an uncertain death and been sent back to the beginning of a long and tedious level for the 14th time in a row. I speak from experience. And in *Mario* games you don't battle your way heroically through two worlds, defeat the boss and look forward to what's coming next, only to find that you have, in fact, completed the game. There are 38 levels in *Brian The Lion* (compared to about 90 in *Super Mario World*), but I won't count that as a flaw – I think most people will give up in frustration well before they run out of game. It looks lovely. So bloody what?

● ***STUART CAMPBELL***

▲ **UPPERS** Brian is a gorgeous character, and the enemies all have personality aplenty. The scrolling shoot-'em-up section is especially pretty.

▼ **DOWNERS** Every stupid, crap, annoying platform game cliché you've ever torn your hair out over is present and correct here. If it's trying to be *Super Mario World*, it's about 60 levels short. And how come it can 'detect and utilise' extra memory but not a second disk drive? Answer me that.

THE BOTTOM LINE

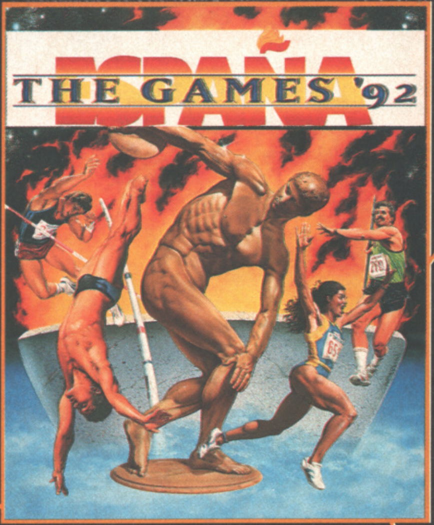
I started out quite liking *Brian The Lion* (it's as technically accomplished an Amiga platformer as I can remember seeing), but as time wore on and I discovered more and more, the score just plummetted and plummetted. For Brian's sake, I decided I'd better stop playing it while it still had some marks left.

42 PERCENT

THE BOTTOM LINE

A1200 Doo-doo-doo-doo, doo-doo-doo-doo... you are now entering... The Exactly The Same As The A500 Version Zone.

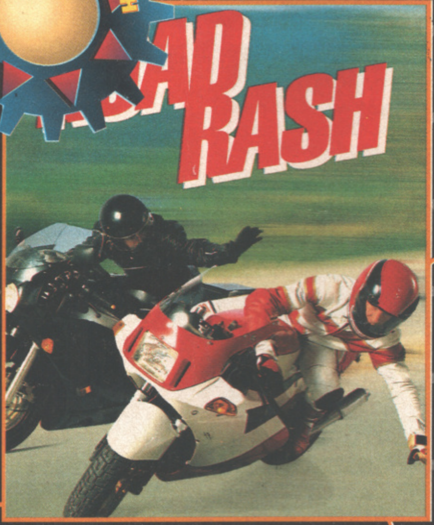
BUDGET for the BEST on your PC & AMIGA!



Atari ST·Amiga·PC

"...the most complete athletics simulation of all time. Excellent."
AMIGA ACTION 90%

GAME OF THE MONTH



Amiga

"You
back
time
is a
GAM
91%

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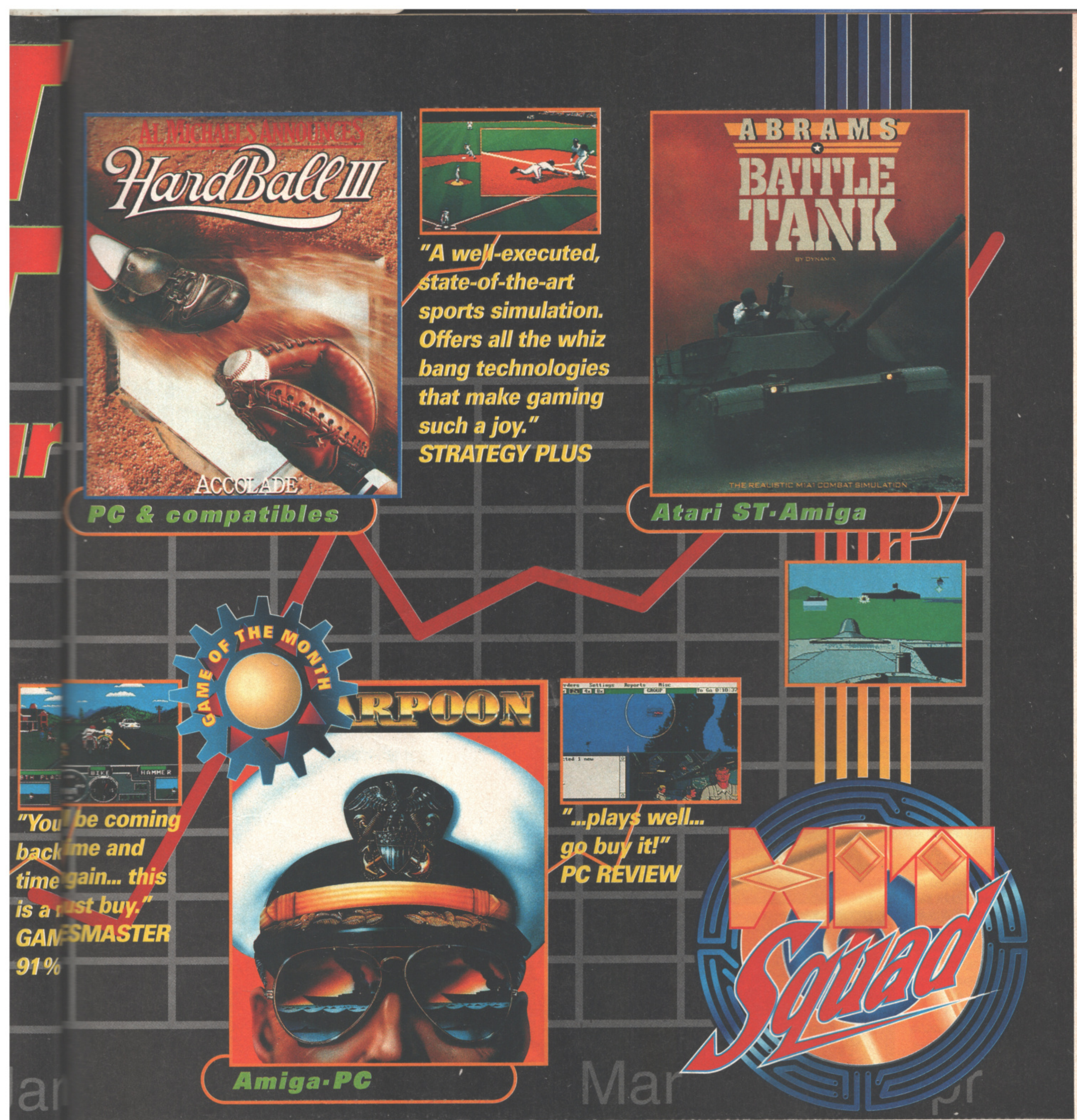
AL MICHAELS ANNOUNCES
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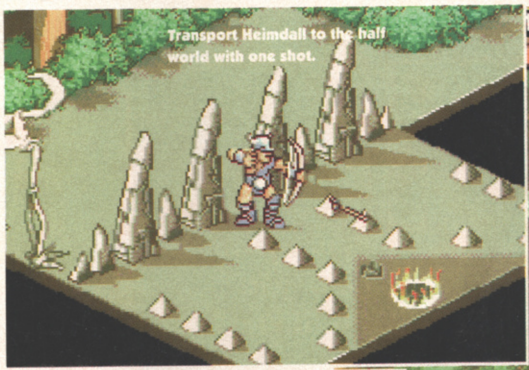
are Bo - Poole, Gamer - Brighton, Worthing C.C., Micro Centre - Doncaster, Computers Galore - Dewsbury,
lridge RJ Computers - Bristol, Antics - Bristol, Coventry C.C. - Coventry, Capri Marketing - Marlow,
Plymo h, Gameland - Basingstoke, Disk Box - Chatham, Micro Centre - Portsmouth, Powerhouse - Plymouth,
Scarbo ough, Soft Centre - Cwmbran, SGM Electronics - Wigan, Seventh Heaven - Wisbech.

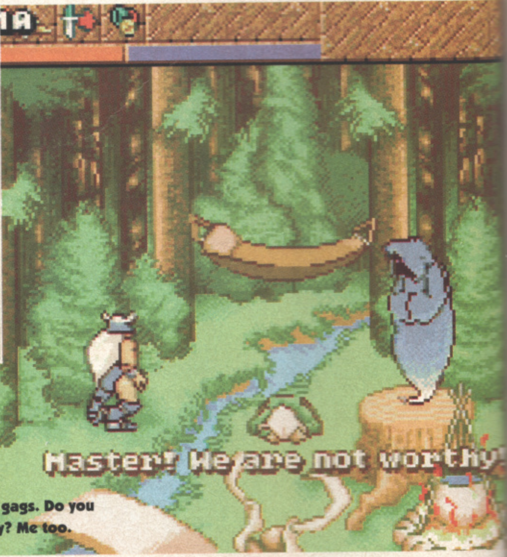
Heimdall finds himself in one of those no win or lose situations. Poor Heimy.

HEIMDALL

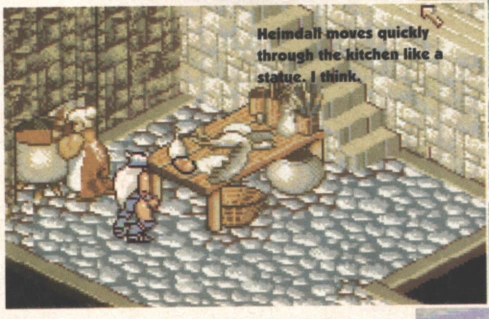
Game: Heimdall 2
Runs on: A500, A600, A1200
Publisher: Core
Authors: The 8th Day
Price: £34.99
Release: April



Transport Heimdall to the half world with one shot.



Wayne's World gags. Do you find them funny? Me too.



Heimdall moves quickly through the kitchen like a statue. I think.

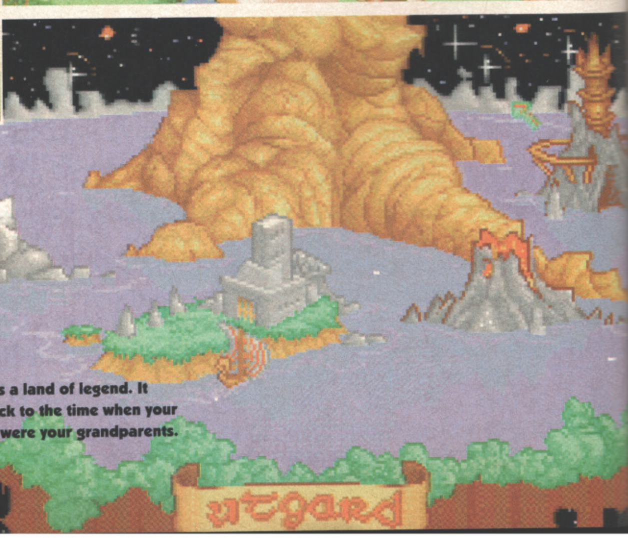
We're seemingly in for a glut of 3D isometric view RPG's and adventures. So far, we've seen the updated version of *Sabre Team A1200* (AP 35), *The Legacy of Soracil* (AP36) and there's also the up and coming *UFO: Enemy Unknown* (previewed in AP36).

I was trying to work out the appeal of this type of game the other day, knowing I had a review of *Heimdall 2* to write. Suddenly, as I watched the Coca-Cola Cup final, it came to me. You know those supposedly sexy shots that the vision controller opts to change to, the ones where you're right down there on the touchline with the footballer? Well, yeah, it's a nice touch when the football that's going on is largely inconsequential. But when the ball's anywhere near the box, I want to see what's going on round about that immediate area. I want to see the bigger small picture, if you like, rather than the peripherally-limited view that the sideline camera affords us. The isometric view is what the viewer expects. It's part of the football narrative. It lets you see what's going on – who's positioned where, etc. I lost count of the number of times I started shouting at the television, "No, no, switch to the isometric view, you stupid *('Controller' – Ed)*"

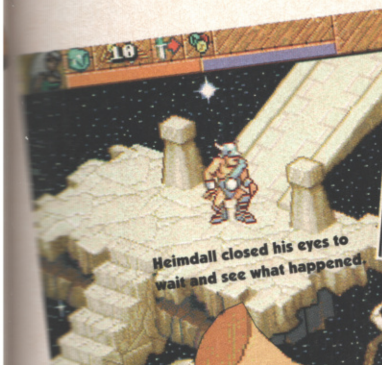
So, what's the appeal of the 3D isometric view? It's pretty simple: you get to see what's going on all around you, not the whole picture by any means, but certainly the relevant part of the action as it happens. And that's rather what *Heimdall 2*'s like.

TEUTONIC GODS

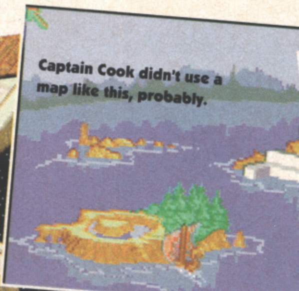
The game is a 3D isometric *(Are you being sponsored by 3D isometric? – Long-Forgotten Gag)* RPG puzzler – one of those games where a quest is given to your characters and they've got to do their best to solve it. Without going too much into the ridiculously dumb plot, I'll cover the rudiments of what's required. Loki (the



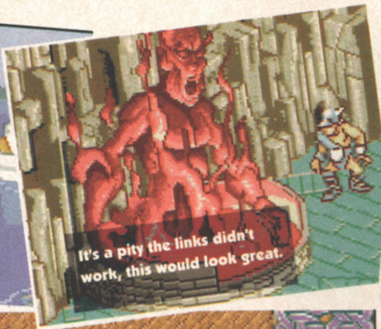
Utgard is a land of legend. It goes back to the time when your parents were your grandparents.



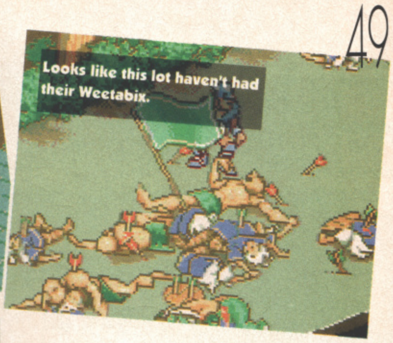
Heimdall closed his eyes to wait and see what happened.



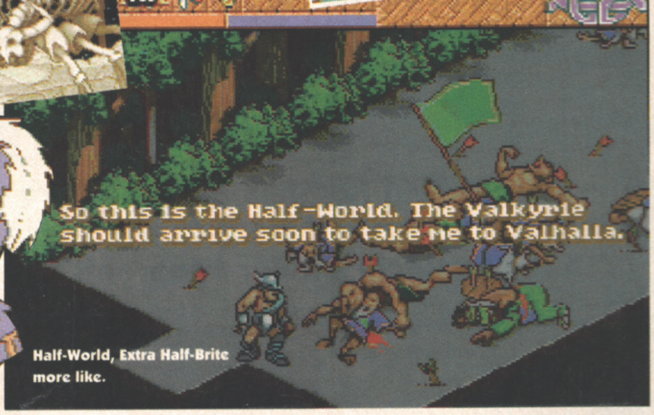
Captain Cook didn't use a map like this, probably.



It's a pity the links didn't work, this would look great.

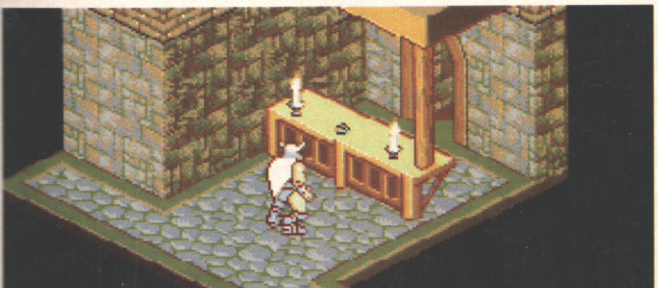


Looks like this lot haven't had their Weetabix.

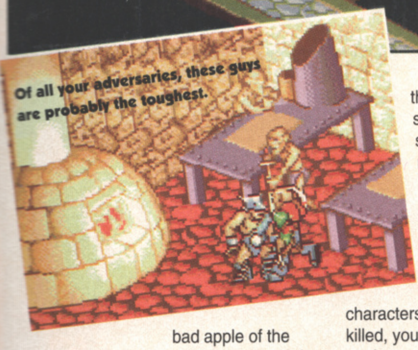


So this is the Half-World. The Valkyrie should arrive soon to take me to Valhalla.

Half-World, Extra Half-Brite more like.



Kleptomaniacs can practice their skills. Here for instance.



Of all your adversaries, these guys are probably the toughest.

bad apple of the Teutonic Gods Pantheon) has gone on the rampage. In order to stop him, you've got to assemble together four pieces of a magical amulet. Each piece is situated in a different world. In effect, your quest is broken down into sub-quests across the worlds. Some of them can be completed rather quickly, while others take slightly longer than a long time.

Unlike the original *Heimdall*, it's not a party of characters that you control. Rather, it's big dumb Heimdall himself and a rather cute blonde-haired Valkyrie. (If you read the preview in AP35, you'll know that, rather comically, she walks like Shaggy from Scooby Doo). Only one of these characters appears on screen at any one time; you switch between them using the mouse. There doesn't appear to be any great reason for this, other than the fact that you can carry double the amount of equipment of one character. And it's worth bearing in mind that if one of the characters gets inadvertantly killed, you lose all the equipment they were carrying. (Presumably it just sort of evaporates, or gets dissolved in all the spilt blood, or something like that.)

Control is pretty much as you'd expect. The joystick is used to move the character round about the screen, pick things up, engage in combat and the like. The mouse is used to access the inventory screen, a typical *Dungeon Master* layout with the added novelty of being able to stack similar equipment in one slot – for example, if you have four chickens and pick up another one, it's added to the same slot with the other chickens to make five chickens. The usual functions of an inventory screen are here such as examine, eat, drop, current health of character and so on.

HAPPENINGS

So, what does the game play like, then? It's pretty slick. You start off in the Hall of Worlds and you're faced with a choice of several gateways to other strange lands. At first, this is pretty engaging and you'll find yourself oohing and aahing at the cutesy beauty of the graphics, constantly returning to the Hall of Worlds to check out other places. Some of the puzzles and happenings seem a bit strange at first, until you start to get the hang of what's going on. For example, in the Druids Grove you come across a Jack-in-the-Green type character. He begins to speak to you until his patron god arrives. When that happens, you're treated to a Wayne's World "I am not worthy" joke from Jack-in-the-Green. The God furnishes you with information that will later prove useful.

Not being a diehard fan of this style of game, I have to admit that the storyline engaged me while some of the puzzles left me completely stumped. One of the rooms I visited seemed empty. By accident, more than design, I managed to kill off both characters. Imagine my surprise when a beam of light highlighted the far wall of the room. The Goddess of Death (or whoever) spoke to my characters and gave them a couple of artefacts that proved useful later on. Now, I know for a fact that I would never have solved that puzzle ever. The only way I could solve a puzzle like that by natural deduction would be if I had visited every other possible location, and realised that the death room was the only one of the 100-plus possible rooms left to give up a secret. Then, and only then, would I have returned to that room to see if anything could be done.

> **"A rather cute blonde-haired Valkyrie"**

CORNUCOPIA

In essence, what I'm saying is this: This game belongs to the "If this is the sort of game you like, then you'll like this kind of game" school of thought. Adventurers and puzzle solvers will love it. There's so much to do and so much to be discovered – a cornucopia of tricks, traps and trite.

The biggest gripe comes in the shape of incessant disk swapping, even with an extra drive added. The disk swapping is compounded by the need to regularly save your position; if you know or suspect that some combat is on the way, a dodgy room is in the offing or whatever, then it's best to save. It helps avoid unneccessary repetition of actions.

So, its conclusion time now. I'm not going to say rush out and buy this. And I'm not going to say don't rush out and buy this. I'm not even going to say buy this if you're not in a rush. All I'm going to say is that if you're into puzzles, dapper graphics and an absorbingly stupid storyline, *Heimdall 2* is definitely worth thinking about. Bear in mind, though, that it's going to set you back £34.99, which in my book is far too much for what's on offer.

● ***STEVE McGILL***

UPPERS Lots of puzzles, ranging from the esoteric to the superbly simple. Pretty gripping in a mild-mannered, 'do you mind if I grip you?' kind of a fashion.

DOWNERS The price. I can see no excuse for the 35 quid Core expect you to pay.

THE BOTTOM LINE

Big, bold and beautiful. Engaging enough to smooth out any frustration felt at the numerous seemingly unsolvable puzzles.

79 PERCENT

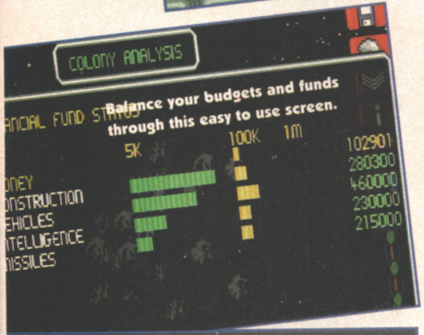
THE BOTTOM LINE

A1200 There are no plans yet to implement the game on the A1200.

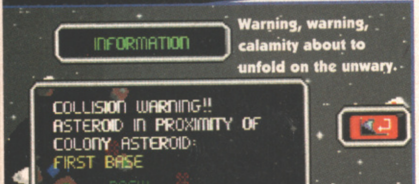
WARNING
SYSTEMS FAILURE

You would think that this guy would have realised just how ridiculously eighties his ponytail looks.

There was an interesting piece in CTW about sexism in the games industry the other day.



Balance your budgets and funds through this easy to use screen.



COLLISION WARNING!!
ASTEROID IN PROXIMITY OF
COLONY ASTEROID:
FIRST BASE

Warning, warning, calamity about to unfold on the unwary.

K240

The Greeks and Romans did it to Europe and so did the Vandals. The British did it to the world. Now you can do it to the Magellenic Cloud. Apparently.

Game: K240
Publisher: Gremlin
Authors: Graeme Ing & Pete Daniels
Price: £29.99
Release: Mid April

Lovely girl, you should see her move. Phwoar, eh lads?

You know the song that the dwarves from Snow White and the Seven Dwarves sing when they're working; "You've got to dig dig dig dig dig dig dig dig DIG the whole day through"? Now if you substitute the word 'dig' for 'build' and think build, think build and think build again, you'll have obtained the correct frame of mind to play *K240* properly. If you think that sounds boring, stay with me. The game's set in an unexplored sector of space known as the Magellenic Cloud. The cloud is teeming with resource-rich, discoverable asteroids. Each asteroid consists of certain minerals and ores just asking to be mined. The statutory ubiquitous empire-in-the-background will buy any ore surplus to your building requirements.

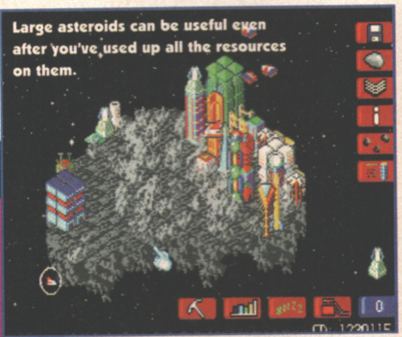
SALMON?

Your mission Jim, should you choose to accept it, is to exploit, expand and exterminate – the three 'E's that prove 'E's are good, as I believe is the popular conception these days.

'Exterminate'? There also happen to be aliens out there. From now on I'll refer to them as Native Magellenicans. Now, these Native Magellenicans are the indigenous population of the sector. Somewhat understandably, they're going to try and stop you in your colonial expansionist plans. So, as soon as you start laying your foul eggs of civilisation, you're in a race against time; a race to preserve your soul and destroy your enemy.

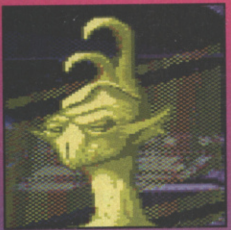
Just as with *Sim City*, you've got to build. Build power plants to power the mines that mine the ore that let you build spaceships and missiles and as much offensive/defensive hardware as you can afford. Of course, as any expansionist dictator of grandiose all-conquering exploratory plans will tell you, in order to expand and grow you need infra-structure.

Game comparison number one time: Many of the elements of *K240* resemble *Sim City*. Everything relies on everything else. As already mentioned, in order to mine you need to be able to sustain the life of your miners; protect and nourish, as fine a proverb as you can get. To do this, you need the four basics conducive to survival, namely; power, air, food and

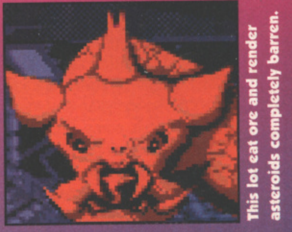


Large asteroids can be useful even after you've used up all the resources on them.

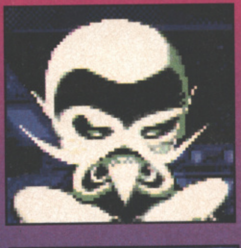
ALIEN BOXOUT



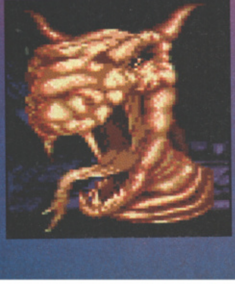
The easiest of the aliens to deal with, ie they're stupid.



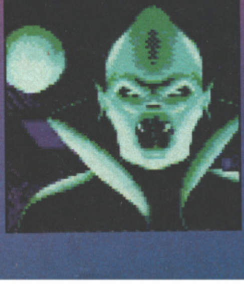
This lot eat ore and render asteroids completely barren.



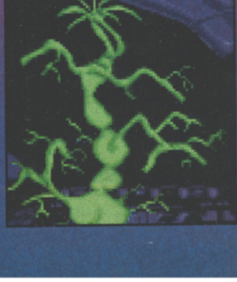
Aggressive and very cunning.



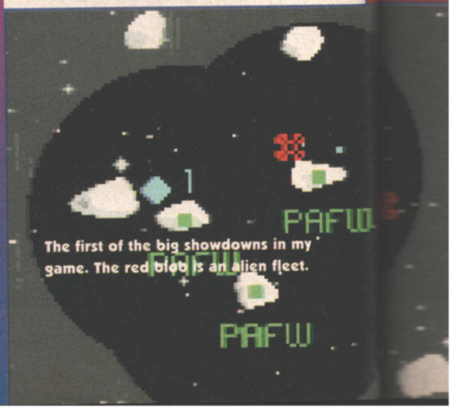
Deneb Mira III. Greedy and selfish. A limited threat.



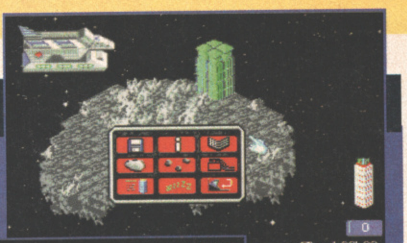
Rigellians: Ancient and advanced race. Hard to beat.



Swixarans: Probably the most dangerous aliens of all.

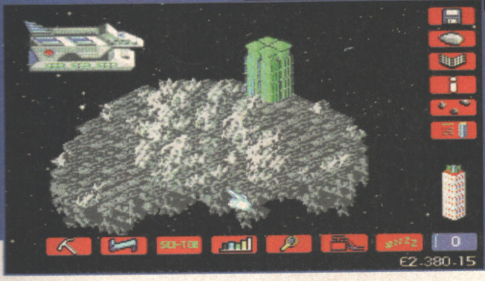


The first of the big showdowns in my game. The red blob is an alien fleet.

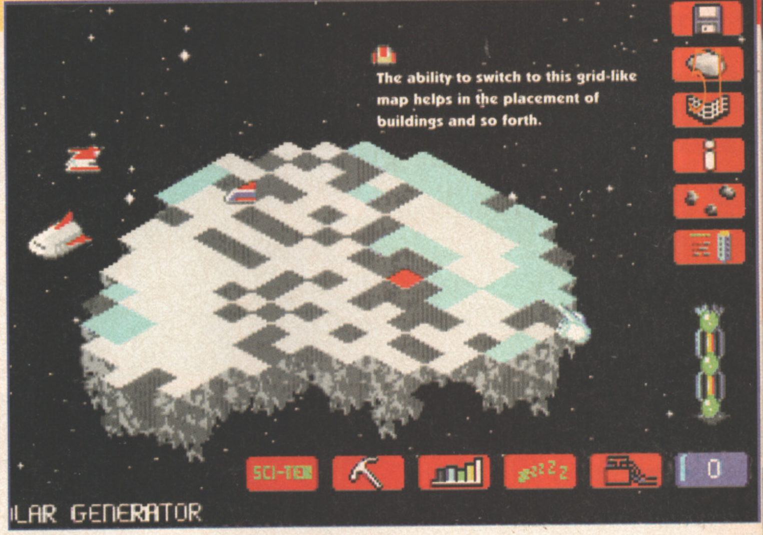


CONTROL 1&2

To access the control panel on the right, you have to click on the right mouse button.



Here, I've used the option to keep the action buttons as a permanent feature. Handy.



The ability to switch to this grid-like map helps in the placement of buildings and so forth.

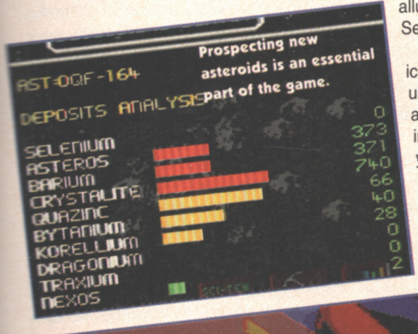
water. Each asteroid can initially support life for a limited amount of time. After that, depending on the state of production, you can choose to add extra Solar Generators, Hydroponics, Hydration Plants and air producing Life Support modules. Assuming you've got the mix just about right, production will be in full swing. Unlike *Sim City,* you don't have to worry about connecting everything up by road and rail, that sort of magically gets taken care of for you.

By this time, you'll have a load of ore stored in a storage facility somewhere. Every hundred days or so, a transport ship from the Empire arrives. It always arrives at the asteroid with the most mined and stored ore. Sale of ore, surplus to your building requirements, is carried out with the Empire ship. Prices fluctuate, up and down, so sometimes it can be worth speculating about the price you'll be offered. That's the crux of the game – sell in order to buy things later on.

KITTED OUT

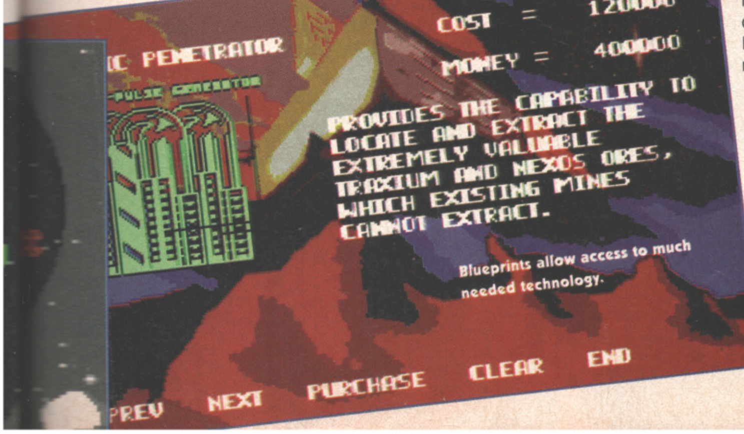
I'll also give a quick mention to Sci-Tek blueprints; they're related to the arrival of the Empire transporter, ie, if you purchase blueprints, they arrive with the next empire ship. Aside from standard armaments and production tools such as Hellfire Missiles and Napalm Orbs, Scout Ships and Assault Eagles, standard bore mines and deep bore mines, there's some really groovy equipment to be had. The Sci-Tek button holds the snakey promise of forbidden fruit; forbidden by price, that is. Among the many tempting technically exotic hardware blueprints on display, check out the following: multi-headed drill bits to double the output of all your mines, construction droids to help you construct twice as many ships as before, Fleet Battleships that let you disperse your enemy like chaff among human wheat etc etc. Oh, and as a final mention, what red blooded human from the other side of the Magellenic Cloud could resist the allure of the formidable sounding Seismic Penetrator? Not me.

Interface-wise, you can place icons where you want, which helps undeniably. Unfortunately, there are still some very annoying implementations that may drive you to distraction. For example, throughout the game, information screens pop up to inform you of something that's happened or going to happen. Fair enough, it's an important part of the game. Unfortunately, the programmers have opted to insist that you click on a little icon that looks like a 'return' key on a keyboard. This means that no matter what you were doing before, you have to move the pointer to the return button and click. No matter what you were doing or where on screen your pointer is. There's no keyboard override. Now, it may sound like a petty point, but when you consider that you're just about always carrying out some function or other, it quickly becomes tedious and cumulatively time consuming. Another annoying aspect is the control of singular spaceships. Unless they're in the hangar or moored in a spacedock, you have to click on them while they orbit one of your asteroids. It's no great test of skill, but it's tedious. No getting away from it; mighty tedious.



Prospecting new asteroids is an essential part of the game.

```
AST-DQF-164
DEPOSITS ANALYSIS     0
SELENIUM            373
ASTEROS             371
BARIUM              740
CRYSTALITE           66
QUAZINC              40
BYTANIUM             28
KORELLIUM             0
DRAGONIUM             0
TRAXIUM               2
NEXOS
```



COST = 120000
MONEY = 400000
PROVIDES THE CAPABILITY TO LOCATE AND EXTRACT THE EXTREMELY VALUABLE TRAXIUM AND NEXOS ORES, WHICH EXISTING MINES CANNOT EXTRACT.

Blueprints allow access to much needed technology.

> **"At first I resisted. It seemed too big and complex"**

HOWEVER

Despite the gripes, I can forgive the game. At first I resisted. It seemed too big and complex; the manual's over 100 pages long for Hare Krishna's sake. But no, the game pulls you in. There's a nice tutorial at the start of the manual that lets you access the building and mining part. You'll fart around for quite a bit, but the game itself starts teaching you what you should be doing; a progressive gameplay evolution if you like. Hang around too long not doing anything and the Native Magellenicans will take care of you.

Incidentally, did I mention that you have the option to choose from five different Native Magellenicans? No? Well, I just did, alright? Each is progressively more difficult and requires different tactics in opposition.

It's conclusion time now. I love this game. It's no great deviation from many of the god-sim-cum-strategy-wargames, but considering I've managed to resist those type of games so far, it seems to me an even grander testament to the playability of *K240.*

I honestly felt like crying the first time I thought I was doing really well. I had put together a couple of squadrons of spaceships and thought 'come on Native Magellenicans, make my day'. And you know something? They did attack. I witnessed a valiant defence by my home boys, the apples of my eye. But sadly it wasn't enough. The Magellenicans whacked the space fleet and proceeded to bomb my Jewel in the Crown asteroid to rubble. I was forced to look on impotently.

Rest assured I will have my revenge. I've booked two pages of tips for next issue. It gives me an excuse to play *K240* during office hours and that's definitely a good thing.

● ***STEVE McGILL***

▲ **UPPERS** The hardware, the involvement, the strategy, the worry, the pain, the decisions, the mind bending gameplay and most of all the sense of power and the threat of losing it. It's fabby dabby doo.

▼ **DOWNERS** The tediousness of some of the control aspects. Daunting manual. Three independent natives of the office remarked that it looks dull; the graphics are functional. No second bleedin' disk drive recognition.

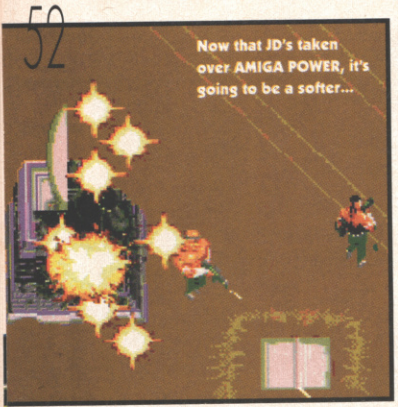
THE BOTTOM LINE

I feel compelled to mention that this game has a mighty gestalt. So many disparate parts that form a collective game greater than the whole (or something like that). It's good.

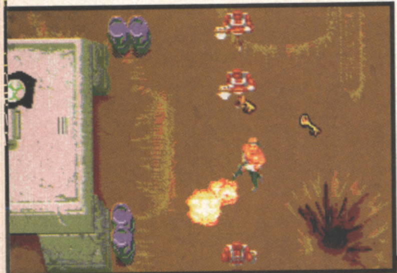
83 PERCENT

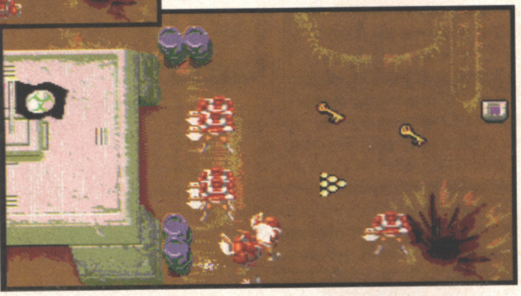
THE BOTTOM LINE

A1200 Who needs a 1200? Well you might, just to hear the beautiful enunciations of Tracey Parks (voice of the computer), which is available to anyone (A500/600 or 1200) with 1 meg of Chip RAM.



Now that JD's taken over AMIGA POWER, it's going to be a softer...





...fluffier, cuddlier kind of a magazine, apparently.

There'll be no more of those ridiculously low marks for crap games, for one thing. Oh no.

TOTAL CARNAGE

Oh, the anticipation in the AP office, oh, the tension as we unwrapped the package...

Game: Total Carnage
Runs on: A1200 (all other versions to follow)
Publisher: ICE
Authors: Black Pearl
Price: £29.99
Release: Out now

A leaflet enclosed with *Total Carnage* offers the lucky purchaser, as well as a chance to buy cheap t-shirts and posters, a competition. "Write a review of *Total Carnage* and you could win a coin-op of the game", it says. Right. I'm going to have a go.

It only took me 30 seconds to get confused by Amiga *Total Carnage*. After loading it up, wincing at the dreadful attempt at the 'shooting' effect on the title screen, and selecting 'Hard' (natch) from the frankly minimalist options screen, there was a disk accessing pause.

> "A slightly less imposing khaki kind of colour"

BLOOD BATH

A butch bloke (either Captain Carnage or Major Mayhem, I'm not sure which) appeared with a blood-red speech bubble instructing me to 'PLEASE WAIT'. But then the words 'Press Fire', in a slightly less imposing khaki kind of colour, seemed to sneak on from nowhere at the bottom of the screen. What a dilemma. *(Great cars, them – hang on, I don't understand this joke. – Ed)* Should I, if I might paraphrase The Clash at this point, wait or should I fire? I pondered for 20 minutes or so, until Jonathan explained the precise terms of my contract, and then decided to get on with it. And yet somehow, in my heart, I knew I was making a big mistake.

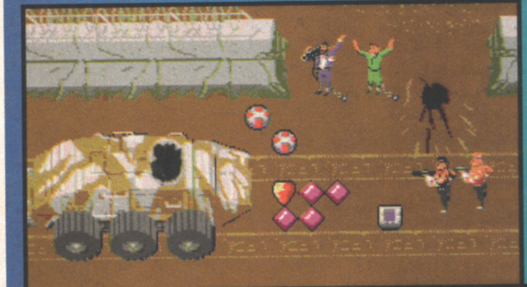
MASSACRE

When the AP boys (and on this occasion I do just mean the boys) first heard that *Total Carnage* was coming to the Amiga and, more especially, the A1200 and CD32, we were quite excited. After loving the coin-op, we'd all been a bit let down by the disappointing SNES conversion (as well as by the Amiga version of *Smash TV*), and we were looking forward to seeing it done in glorious 32-bit-o-vision, using a proper 4-button joypad and everything, and hopefully with all the blood and nasty bits that Nintendo wouldn't allow in the SNES game. When will we learn, eh? Within three minutes, the far-off glory days of SNES *Total Carnage* seemed like the high point of our very lives.

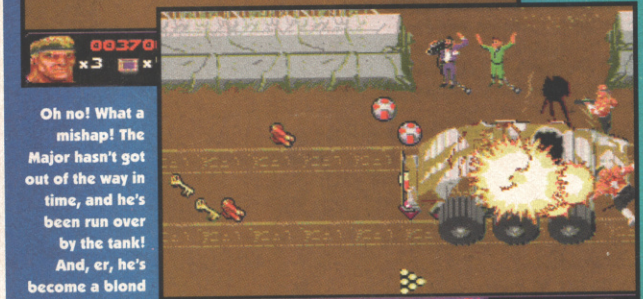
Let's start with the obvious stuff – what's missing. The very first screen points to two absentees from the coin-op – the maps and the password warps. *Total Carnage* was (to my knowledge) the first arcade game ever to give you level

BLACK AND WHITE AND RED ALL OVER

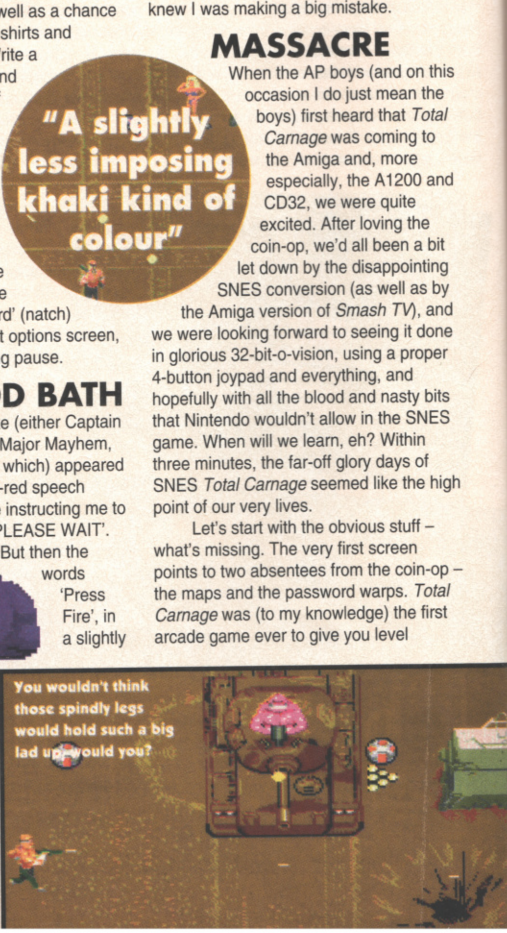
Here's a funny thing...



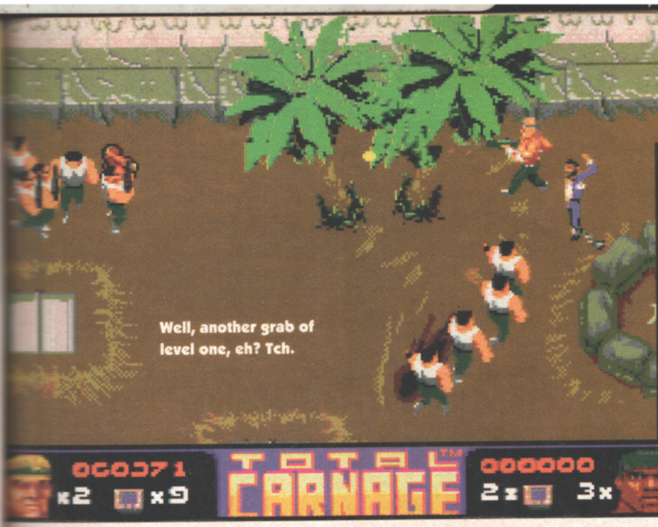
Here we see the Captain and the Major about to take out a tank early in level one. Note that Major Mayhem is a black man, with dark hair.

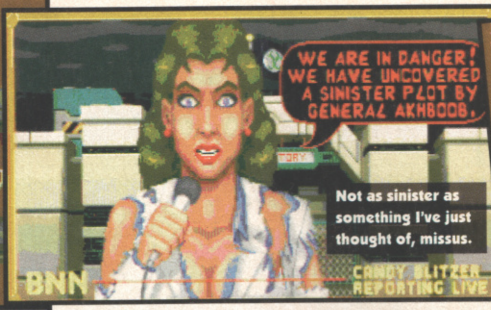


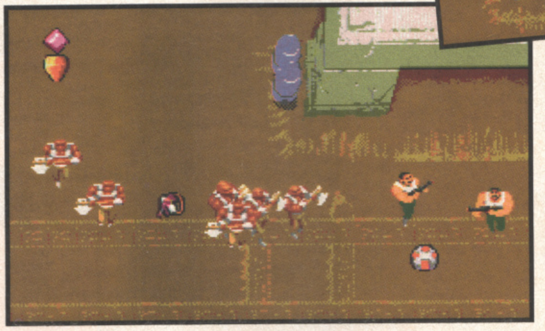
Oh no! What a mishap! The Major hasn't got out of the way in time, and he's been run over by the tank! And, er, he's become a blond white man at the same time. Oh dear.



You wouldn't think those spindly legs would hold such a big lad up would you?


Well, another grab of level one, eh? Tch.


WE ARE IN DANGER! WE HAVE UNCOVERED A SINISTER PLOT BY GENERAL AKHBOOB.
BNN
CANDY BLITZER REPORTING LIVE
Not as sinister as something I've just thought of, missus.



Suddenly, the boys' conga was horribly disrupted by a large missile. With hilarious consequences.

(Left) More crap. Frankly.

ON THE OTHER HAND

I never thought I'd say this, but I really think Stuart's going soft in his old age. I've played the coin-op and I've played this and it's hard to believe they're the same game. I'm using the term 'game' in its loosest possible sense of course, because the most obvious thing lacking from this version is any kind of entertainment value. It's dull and lethargic for ages, and then it's impossibly hard. And then you die. Truly this is the *International Rugby Challenge* of coin-op conversions. Avoid. Avoid. Avoid.

● ***CAM WINSTANLEY***

passwords, but there are none here, either inside the actual game itself (as with the coin-op) or as a front-end option. You don't get any continues, either.

SHAMBLES

The colours are also a bit worrying, with the bright primary yellows and greens of the original being replaced for the most part by murky browns and dark greens. It's not an auspicious beginning, but make the most of it, because things only get worse. As well as missing the level-jump warps, the ones to all the secret rooms and bonus sections appear to have gone for a burton. Several power-ups (the speed-up boots, the shield, and the drone, off the top of my head) are nowhere to be found, and the ones that are left have their individual graphical pyrotechnics reduced to being small round dots in different colours for the different weapons.

The first-level cannon-fodder grunts can now take up to three hits before dying, and when they do die, their stumbling, bleeding bodies continue to stagger towards you, and are deadly to the touch until the last drop of blood has disappeared from the screen. All the baddies attack by wandering onto the screen until they're in a direct horizontal or vertical line with you and then queueing up and coming at you in Indian file, just like they used to do in all those old ZX81 games you typed in from magazines 10 years ago. This doesn't make them easier to shoot, though, because they're proportionally bigger than they are in the other versions (reducing your manouvering space), and even as they die, their bodies block your bullets, hemming you into a corner faster than you can say *('Bother' – Ed)*. And this was after switching back into so-called, self-styled 'Easy' mode, too.

Captain Carnage gets a few jeep thrills. Ho ho.

MASS MURDER

There are a few bad-guy-related compensations, though – several waves and types of enemy and enemy weaponry are also AWOL from Amiga *Total Carnage*, including the deadly pink paratrooper things and the homing missiles. Cheers. The game knows how hard it is, though – there are tons of extra lives scattered around all over the place, which is always a sure sign that something's gone horribly wrong in the gameplay department. The programmers haven't bothered making the game difficult in terms of clever enemies, unpredictable attack patterns or whatever – they've just made lots of bits where it's simply not possible to avoid losing several lives (like the first appearance of the mutant axemen in level one), then thrown out a few 1UPs as compensation. I thought we'd left that kind of design behind years ago, but then I really ought to know better by now. It took me an entire eight-hour day to get two-thirds of the way to the first boss, and I can finish the coin-op in my sleep.

Disk accessing is regular and ugly (and comes complete with the 'Please Wait/Press Fire' enigma every time). Overall pace is slow, much slower than the coin-op. Enemy vehicles don't blow up, they just have lots of explosions superimposed on them then drive off the screen (I hate that). And when they do (drive off exploding, that is), sometimes you can walk through them, and sometimes they still kill you, apparently at random. The collision detection is appalling. There's an abort facility, but no pause (unless you simply don't shoot certain things, at which point the game will quite happily sit there all day waiting until you do something).

SLAUGHTER

There's a bit in level one where the screen blanks to access the disk, you come back in a completely different area, and you're *actually standing on top of a mine* (boom, bye-bye another irreplaceable life). There's a two-player mode, but the second player can only join in from the menu screen, not during the game. How much of this do you want to hear? It's awful. Don't buy it.

But hey, let's finish on a high note. There're a couple of funny bits in the manual. I'll give it five percent for recognising a two-button joypad (and sensible control in general), and five percent for the speech. The rest of the score is for the game. The only thing it's got in common with *Total Carnage* is the name.

● ***STUART CAMPBELL***

Is that a nappy he's wearing?

It's nice to know there's still a place for Siamese twins in Today's Army.
021551
x3 x2
TOTAL CARNAGE
012000
8x 0

A1200

UPPERS The speech is good.

DOWNERS Any similarity between this and *Total Carnage* the arcade game is purely coincidental.

THE BOTTOM LINE

A barbaric mauling of one of the most entertaining coin-ops of recent years. Half of it's missing, the half that's there is all but unrecognisable, and the other half is – no, hang on, that's not right. Purely as a game it's pretty diabolical, but if you're specifically looking for a conversion of *Total Carnage*, take another 10% off this mark.

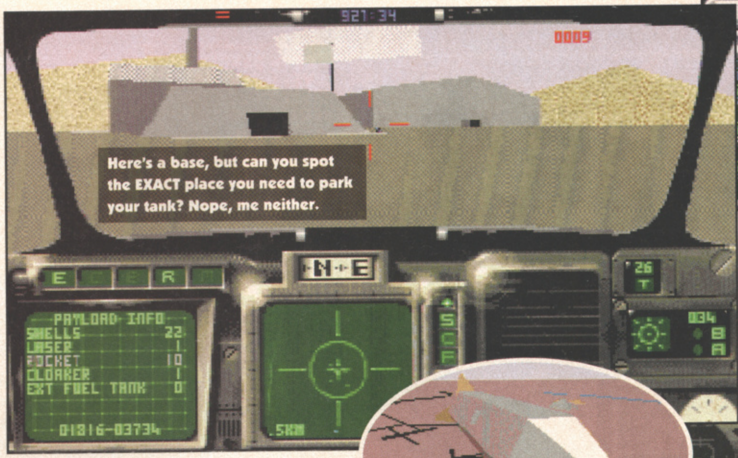
10 PERCENT

A500

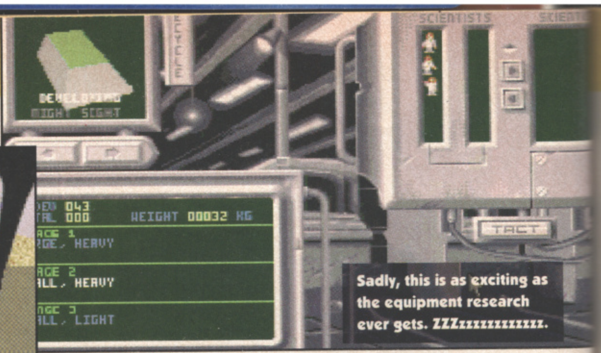
THE BOTTOM LINE

Just thinking about what this is going to be like on the A500 (quite seriously cut down, apparently) gave me Kafka dreams for a week and a half. Don't wait up for it.

Cam was over-joyed when another tank game arrived at AP central. He loves them.



Here's a base, but can you spot the EXACT place you need to park your tank? Nope, me neither.

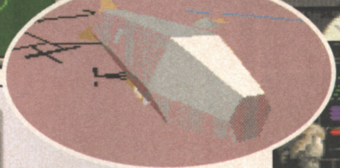


Sadly, this is as exciting as the equipment research ever gets. ZZZzzzzzzzzzzz.

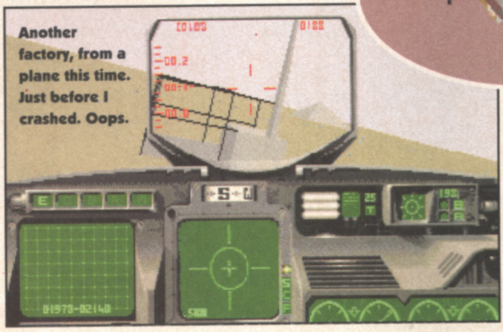
ON THE OTHER HAND

Post apocalyptic? Pah! Where are the cars cannibalised from '57 Chevies? Where are the scary dudes in hockey masks? This setting's just not credible. War game, strategy game, adventure – it's all of them and they're all a bit naff, a bit like the third film with Tina Turner.

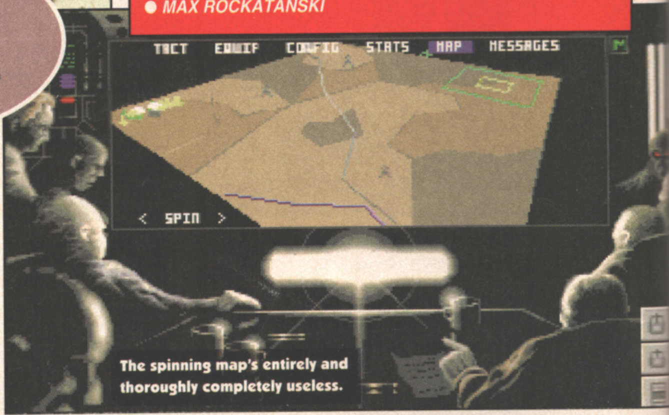
● *MAX ROCKATANSKI*



To show off all the 3D graphics, there's all manner of interesting exterior views. Hence this airship.



Another factory, from a plane this time. Just before I crashed. Oops.



The spinning map's entirely and thoroughly completely useless.

ARMOUR-G

CODENAME HELLFIRE

Game: Armour-Geddon 2: Codename Hellfire
Runs on: A500, A1200
Publisher: Psygnosis
Authors: Paul Hunter, Steve Riding, Andy Ingram.
Price: £29.99
Release: May '94

Hmm. I can see this game getting huge marks in other mags simply because it's big and looks good, and reviewers are prepared to give it the benefit of the doubt. However, I've played it for four days now and still find it confusing, and no game should be that user-hostile. I'll concede that it's big and that by only completing about a third of the 20 odd missions, I'm bound to have missed out on loads of exciting things that happen later on, but the simple truth's that I find it infuriating to play. I hate designing something and then being told there aren't enough minerals to build it. I hate having to find the EXACT point of an enemy base to park my tank so that it'll have been captured by my side. What's wrong with just getting armour into the general area (you know, within a yard, say)? I'm annoyed by the constant air presence of the enemy. If they've got so many planes, why don't they just bomb me into oblivion? It looks good, it's vast, and I'm glad that I'll never have to play it again.

Picture the scene – It's the post-apocalypse year 2083 and an uneasy peace exists between the horribly mutated surface survivors and the clean skinned bunker-dwellers. As you can imagine, the mutants hate the underworlders because they haven't had their DNA ravaged by the nuclear holocaust of 1997, and the underworlders in their lead-lined bunkers hate 'them upstairs' because they're icky to look at, with hands growing out of their heads and teeth running along their forearms, or should that be four arms? Hoo-hoo, nothing like a good mutant gag, I always say.

The original *Armour-Geddon* (AP1, 87%) was based around the first conflict between these two, and you had to race against the clock to pick up the parts of a neutron bomb to use against the mutants, otherwise they'd unleash particle beam death from the Hellfire SDI satellite orbiting the planet. The sequel's set 70 years later, when it's just been discovered that the Hellfire satellite's still up there and just needs a battery charge and oil change. Once again (ta-da-da-da-daaaa!!!) the race is on.

JUGGERS

But wouldn't you just know it? Your people have been on a constant war footing for seven decades, but they haven't got enough weapons or factories to launch a full scale attack. In all that time, they haven't got round to developing vehicles past the 'lightly armoured, poorly armed, gas guzzling' stage, or worked out how to manufacture cannon shells that do more than plop pathetically into the strontium-laced sand 30 metres in front of your tank. So you not only have to grab enemy factories, but also develop and build weapons against the clock. It's a crap premise, and the review clock starts ticking down from this point.

You start off with a base and a few feeble vehicles. The game's mission structure starts you off on a simple task and builds up to all-out combat and space rocket construction. Along the way, you capture enemy factories and mines, build more weapons and expand across the map. Mission one's simply to capture an unguarded enemy base, but even this highlights many of the strengths and nearly all the weaknesses of the game.

If you want a vehicle to have a chance of surviving on the surface, it needs to be well developed with powerful weaponry, so R&D is task one. You just choose an item (eg light tank, teleporter, mini-missiles) assign some scientists to the job and then wait until they get developed from stage one (low range, power draining, heavy) to stage three (light, fuel efficient, powerful) before going

HOORAY, TANKIE TANKIE AND PLANES

DEVICE 01
DEVELOPED
HEAVY TANK

What does it look like? It's a tank. Obviously.

DEVICE 02
LIGHT TANK

And so's this. What are you, stupid, or what?

DEVICE 03
MDP

Multiple launch rocket thing, handy for defence.

DEVICE 04
DEVELOPED
RTV

Truck. Great for blocking roads at weekends.

DEVICE 05
HOVERCRAFT

Cuts the time for Channel crossings by half.

DEVICE 06
BOMBER

Dresden, Hanoi, Coventry and Hiroshima.

DEVICE 07
FIGHTER

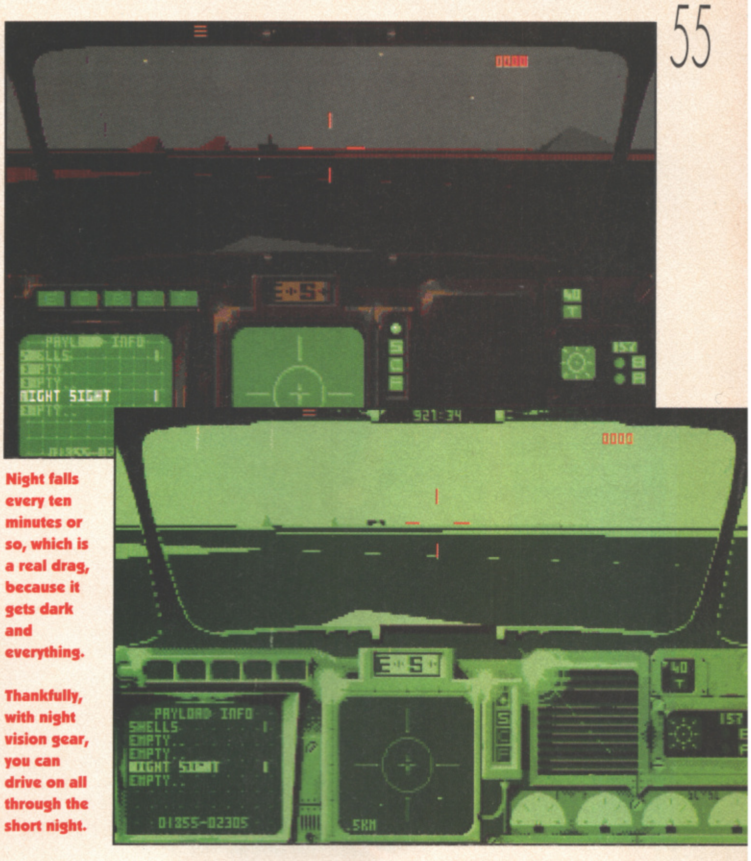
Silk scarves and leather jackets. Tally ho Ginger!

DEVICE 08
HELICOPTER

Fast and light, great weapons platform, etc.

DEVICE 09
AIRSHIP

The ultimate in base defence apparently.



Night falls every ten minutes or so, which is a real drag, because it gets dark and everything.

Thankfully, with night vision gear, you can drive on all through the short night.

GEDDON 2

on to build it. It's easy to use, and it's also completely boring.

Another task is to supply the production plant with raw materials from the mines. Looking at the tactical map, you can see the position of the main base/factory complex as a green blob, but it took me ages to realise that there's a mine right next to it. Wouldn't it have been sensible to colour mines and bases different colours? I think so. To fix a supply route you drag the mouse from mine to base (a distance of some two pixels in this case), and they link with a pulsing line. Fascinating.

LAST OF THE V8S

You can then manufacture anything you've researched (providing you've got enough raw materials, of course) and launch up to six vehicles onto the battlefield at any one time. Each vehicle has equipment mounts onto which you can bolt weapons, night sights, cloaking devices or fuel tanks, and then you're ready for war...

...in an extremely pretty 3D polygon desert. If you're in a tank, you trundle across it, if it's a hovercraft you rise slightly as you start the engine and then cruise across it, and if you're in a plane, you can sail over it and frequently crash into it, so top marks for the 3D modellers.

What do you do in this terrific 3D landscape? Well, you drive around (obviously) and marvel as the colour fades from the scene and night falls. Then you either switch to your night sight and continue to drive through an eerie green darkness, or you curse your lack of image intensification and sit in the darkness getting bombed until dawn.

> **"Particle beam death from the Hellfire SDI satellite"**

If you've got your missile systems selected, then they automatically blast away at air threats, which leaves you free to zap ground targets with lasers, shells (which are a bit useless) or rockets. If you're in the air, you can strafe enemy armour with unguided rockets, or bomb them, although I found this terribly hard. The combat's sort of souped-up *Battlezone*, but the added complication detracts from stalking your enemy rather than adds to the enjoyment. It's just so full of targets that I was left thoroughly confused. You're never sure which enemy to shoot at next, there's just so many of them out there.

Come to think of it, I was confused by the entire game, as it really doesn't seem to know what it's supposed to be. The R&D and mining elements make it seem very strategic, but you can't implement these strategies without battling your way across the surface in the 3D sections. The fact that you've got six vehicles to control's baffling as well, mainly due to a particularly ineffective waypoint-based automatic pilot that's supposed to allow all six craft to function simultaneously.

SOMA

The waypoints are hard to use because there's no clear map of the game area, only the horribly cramped tactical map I mentioned earlier, and a pretty rotating map showing enemy armour and planes. Pretty useless that is. Like I said at the beginning, expect other reviews to mark it high because they think it'll be good once you get into it but ignore the fact that you probably won't want to. Trust us on this. We're professionals.

● ***CAM WINSTANLEY***

▲ **UPPERS** Smooth 3D and enough missions to keep you going for ages. Teleporters save you driving miles across deserts, and a two player serial link option adds to game life.

▼ **DOWNERS** Muddled and unrewarding combat, dull research section, cluttered and confusing maps and relentless enemy attacks, even in 'Easy' mode. The waypoints are hard to set, the overview map's a waste of time and controlling six vehicles at a time doesn't work at all well.

THE BOTTOM LINE

Being complex and tactical, it's sort of *Carrier Command* for the 90s, complete with flash graphics and loads of great vehicles. Unfortunately it's difficult to get into and even harder to stick with, and my heart goes out to whoever's got to play it to write 100 words in the 'On The Other Hand' box. One for *Frontier* and *Campaign 2* fans everywhere, methinks.

57 PERCENT

THE BOTTOM LINE

A1200 Slightly smoother 3D bits, possibly a tad faster all round, but still tedious to play and incredibly hard to get into. Not for me.

COMPLETE CONTROL

TEN PAGES OF INVALUABLE PLAYING TIPS START HERE!

Simon Sorcerer 56
Bubba 'n' Stix 56
Leisure Suit Larry 57
Cannon Fodder 58-61
Jurassic Park 64-65

And! Your personal problems expunged in
The Last Resort 68-69

Gillette may be the best a man can get, Heineken might refresh the parts other beers cannot reach, and maybe there is no quicker than a Kwik-Fit fitter – but for tips and cheats you can't surpass the monthly advice of Rich Pelley. *(Except you can with a Nissan. – Ed.)*

Eee look, there's a bell to ring. And a nice smiley face too.

SIMON THE SORCERER

(Adventuresoft, AP34, 68%)

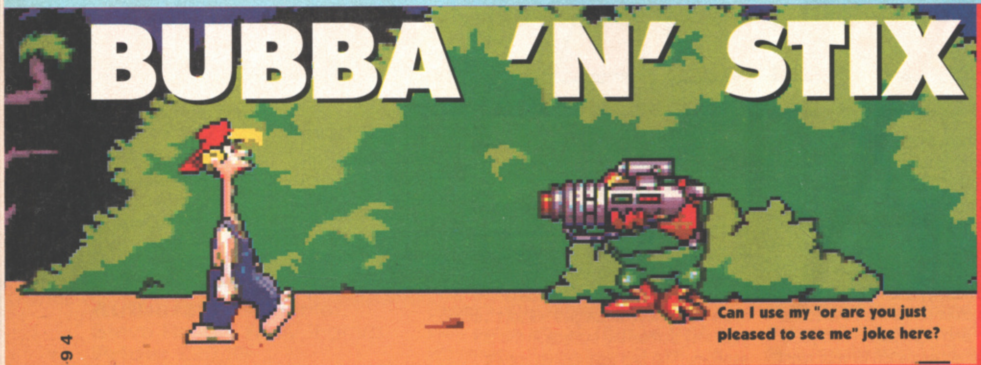
In the traditional manner of subsequent-issue two-part solutions, we've elected to conclude this two-part solution of Adventuresoft's *Monkey Island*-tastic (if a little nauseating) latest – having just swiped the beer barrel from the bar, worn the beard and used the password 'Beer' to enter the mine as we did last month.

Give the barrel to the dwarf, use the feather on the sleeping dwarf and pick up the key. Go up and west into the mine. Smuggle into your possession the hook hanging over the bridge, open the door with the key, inform the dwarf inside that you have an offer for him, and hand over the voucher. Go to the dragons' cave, use the hook with the boulder above, go up, and use the magnet-on-a-rope with the hole three times to get the gem. Go back to the dodgy geezer and tell him that you will exchange the gem for 20 gold pieces.

Climb the vines downwards northeast of the crossroads and offer Gollum the stew for the fishing rod. Give the shopping list to the shopkeeper back at the village and buy the white spirit and the hammer. Go to the bar and give the gold to the wizards, and then visit the talking tree. Use the white spirit on the pink splodge and in thanks the tree will elicit you with some magic words to help you fight the witch. Back at the village, open and climb into the cardboard box which has appeared outside the shop. Leave the box when you are next in control, and move it

Top anachronistic joke, eh?

BUBBA 'N' STIX



Can I use my "or are you just pleased to see me" joke here?

(CORE, AP34, 84%)

"It's got a stick in it, it's got a geeky looking guy wearing dungarees in it – what more do you want?" wrote Cam last month as he posted up a note outside the office advertising for a new house mate, and also at the end of his review of Core's latest. However, you probably know the story. Cam wrote the review, Cam annotated a few screenshots, but did he bother to include any form of playing guide? Tsk. Will these staff writers ever learn? We'll be concluding Pete Beal of Leeds' guide next month.

LEVEL TWO

Password – VXWPXJJ668

Push over the barrel, use Stix in the hole, bash the top off the next barrel, stir, move left to the Creature Dispenser and order a Red Monster. Whap him one (he'll jump into the food), hit switch one (see map), climb onto the first platform to activate switch two and bounce on the Bouncy Monster to reach the second platform and switch numero trois. Scoop your reward from platform three before introducing yourself to the teleporter.

At Teleport Central you see that five zones (1, 2, 3, 4 and 5 – you started at 4) are at your reach at the flick of the switch. For now, walk left, jump the blockage, wait for and knock off the monster on a skateboard and skate your way to the Creature Dispenser. Swipe the milk bottle before using another board to lead the creature to the teleporter. Go to 2.

Avoid the monsters to the right until you reach the Milk Monster. Up, left and use switch two to deactivate one of the security doors, teleport back to 4 and from here to 3. Skateboard to the right wall leaping off at the last minute. The Dispenser gives you a Beach Ball Creature; hit it to the teleporter and go to 4, and use it to reach the high left platform. Head right on a skateboard and order a Flying Alien from the Dispenser. Having teleported to 5, go right and jump up to point A. Knock out the Flying Alien and jump on him. Hit switch one to activate the moving platform to take you to the platform above left. Depress switch three to turn off the security door, and making sure the Flying Alien is in tow, teleport off to 4 and then 3. Use said alien to negotiate the platform to the left, and again to short-out the electric field whilst you head upwards, de-security the doors to the left and return to 4. Use the Beach Ball to half-inch the Snooker Ball Creature from the uppermost left platform and teleport the pair of you to 2. Prod the Snooker Ball Creature leftwards until it turns both switch one on and the electric field off, retrieve the Snooker Creature from the field and push him left so that he eats Monster Two. Continue left until you reach a stack of barrels, hit the lid off the top one and mix it. This will cause a bubble of gas – jump on to it to turn on Switch Three and indirectly the fans above. Mix the barrel again, jump on the bubble but this time duck and crawl when necessary as you near the top. Move right in order to deactivate the final Security Switch, teleport back to 4 and exit.

LEVEL THREE

Password KY57DJSYNN

Coincide your first jump with the falling rock sticking in the lava and continue left. You'll need to hit the rocks blocking your path and the large square rock in the ceiling (causing an earthquake) some way along the line. At the tightrope nudge the small rock over the fire spout and you'll be able to reach the rock shelf. Make right (using Stix in the holes where necessary) until you reach the moving rocks in the lava flow. Climb this, jump to the left and continue to the car, keeping a watchful eye out for stalactites and knocking the lid of out of harms way. Look at the pile of boxes, adding the spell book and rat bone which are uncovered to your inventory. Use the paper with the door, the rat bone with the lock and pick up the paper. Use the key in the lock and open the door.

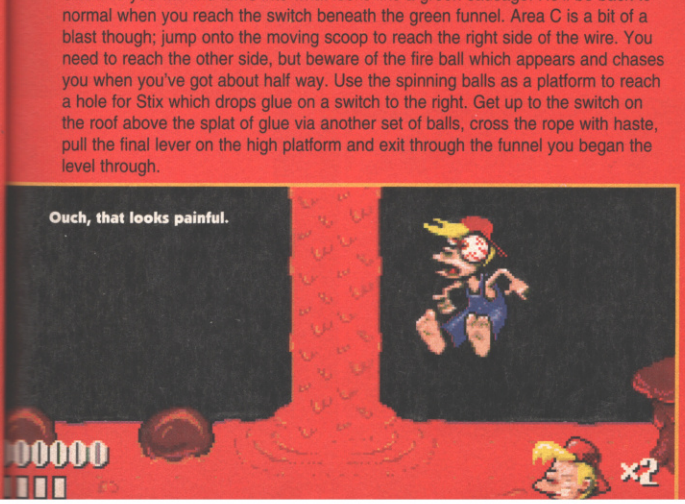
Pick up the bucket and go down the stairs to bag the mints and flaming bands. Talking to the Druid and remove the ring before re-engaging in conversation and in turn using the bucket and flaming brand on him. Open the Iron Maiden, walk into it and wait. When you are able to pick up the hacksaw from the frog, use it to saw the bars and escape. Open the witch's house door, grab the broom and fight – it is, as you'd probably imagine in these cases – possibly worth saving here. Use the magic words to metamorphose; ALAKAZAM into a snake, HOCUS POCUS into a cat, ABRACADBRA into a mouse and SAUSAGES into goodness-knows-what. Upon winning, the witch changes into a dragon – which is your cue to mouse-up asap and scurry through the hole between the chair and the cabinet.

Go see the Druid, he'll ask you for some frogsbane, and the place to go for frogsbane, when you want some, is the Swampling's house. Move the box aside, open the trap door, descend, use the hammer on the loose plank, go east and have it away with that frogsbane – the Druid will now exchange this for a potion. Use the climbing pin on the hole northeast then east of the dragons' cave, talk to the snowman then eat the mints. Northeast, east, walk to door, use bloom, drink potion, pick up leaf, look at bucket, pick up stone, go west, pick up seed and return to shore. Use the hair on the tap, stone on the seed and oil on the tap and pick up the hair. Take the boat west and scoop up the tadpole from the water. Talk to the frog, and agree that this tadpole is going to get it. Eat the mushroom, and pick the branch from the tree. Open the door – east twice once through. Use the branch on the desk and abscond downstairs with spear and shield to use the latter with the skull at the top of the screen. Pick it up, along with the chest to the right, move the lever, use chest on block, move lever twice, get candles, go up twice. Take pouch from bed, wand from table, sock from floor and book from right of screen. Use the latter with the sock having previously opened the former. Now use it on the mouse hole, and go upstairs. Pick up the chemicals and then the red book. Open the thing and douse the shield with the chemicals before placing it on the hook. Downstairs, ask the mirror to show you to the lab on the top floor. Talk to the demons (upstairs) three times and then go to the teleport upon their departure. Now switch off your computer and go outside and play in the fresh air for a change.

the pipe when you come to it. By hitting the car and stepping on the switch to the left once only, you will find that back at the pipe the car is beginning to flatten down the blue blob for you. When it has done so use the blob to bounce up the pipe. Easy when you know how.

You reappear in an area with seven Bubbas. One is lit with the lever at the start, the others in areas A to E as indicated on the map; to reach these you must hit the Alien Zoo Keeper up so that he disappears up the pipe and follow him through. Now to reach area A take the pipe which takes you to the room containing bonuses and an extra life. Exiting the room will appear you in a bubble moving from point one to point two on the map, but before this you must place Stix as indicated on the map. Now, as you reach the top of the bubbles recall Stix to burst the bubble and let you out. The first lever is obvious, the second is secluded behind a door – jump on the head of the green squiggly aliens to reach the switch to open it.

Areas B and E are simple, so enough of them. So's D actually: jump off the side of the starting platform but avoid the lift ramp button, re-open the door with Stix who you will find turns into what looks like a green sausage. He'll be back to normal when you reach the switch beneath the green funnel. Area C is a bit of a blast though; jump onto the moving scoop to reach the right side of the wire. You need to reach the other side, but beware of the fire ball which appears and chases you when you've got about half way. Use the spinning balls as a platform to reach a hole for Stix which drops glue on a switch to the right. Get up to the switch on the roof above the splat of glue via another set of balls, cross the rope with haste, pull the final lever on the high platform and exit through the funnel you began the level through.


Ouch, that looks painful.

LEISURE SUIT LARRY

I've been around this world a million times, and all you men are slime.

(Kixx, BAP)

The clientele that frequent The Last Resort each month can pretty accurately be divided into categories – enthusiasts, philanthropists, train-spotters, war-game fans and (among the more obscure cases) extreme perverts. Sub-categorising the latter group (those who simply enjoy seeing others in trouble, those who enclose photos etc) we finally arrive at the *Leisure Suit Larry* Player – a man who appears in my postbag a good two or three times a month, requesting help on this rather good (but heavily sexual) *Monkey Island* inspirant. "Ignore them and they'll go away", I was always told, but with the imminent re-release of the game at budget level, I feel an onslaught of queries arriving unless I act pretty damn fast.

I do hope Saturday Night Fever doesn't become trendy again.

LEFTY'S BAR

Open the door, and check out what is hiding under the mat. Sit on the empty stool, and order a whisky. Exit through the door at the rear of the room (take note of the moose head!), and pinch the rose from the table in the room to the left. Exchange your whisky for the remote control with the drunk and open the door to the right. Sit on the toilet for a suitable length of time and examine the sink (for a diamond ring), mirror (to see what you actually look like), and the walls (for the password ('Ken sent me')). Don't flush the toilet, exit, and give the man behind the door to the right side of the room the password you just picked up.

Turn on the TV with the remote control, and keep changing channel until the Pimp is interested enough to come on over and watch and you can make a run for it upstairs. Resist temptation with the hooker, pocket the candy from the table and climb out the window. Walk the maximum distance to the left of the fire escape, pick up the hammer and climb out of the bin. Walk to where you started and hail a cab to the casino.

THE CASINO

Buy an apple from the man in the barrel, pass through the gambling area and check out the ash tray. Play on the slot machines or blackjack, saving the game whenever you win some money, taking a cab to the disco when you have won more than 200 dollars.

THE DISCO

Show your membership and enter. Join the single girl, strike up a conservation and ask if she'd like to dance. Sit down and proffer the ring, candy, rose and, er $100. When she has made her exit, make yours and go to the chapel.

THE CHAPEL

Talk to the flasher, enter, marry Fawn, exit and walk left.

THE CASINO

Chose floor four on the elevator and knock on the Honeymoon Suite - the door with the heart. Turn on the radio inside, note the number given on the commercial (555-8039). Take the elevator back down and, if necessary, gamble your way up to roughly $60. Head for the store.

THE STORE

Wait for the tramp and hand over a dollar. Read a magazine from the rack inside, get a bottle of wine from the rear wall and purchase some condoms. Dial 55-6969 on the phone back outside, give the bottle of wine to the tramp, and whilst you are waiting for the phone to ring, browse around the shop again. When it does, answer the questions before dialling the number you noted from the commercial (555-8039) and answering accordingly. Cab back to the Casino.

THE CASINO

Pour the wine, and do the honours. Cut the rope with the knife, bag the rope and gamble until you have at least $40. (The more the better.) Return to Lefty's.

LEFTY'S BAR

Back at the Hooker's room (password: An'all), undress at the near side of her bed, wear prophylactic and, er, agree to go all the way. Take the condom and make a hasty escape out of the window. Walk to the right of the fire escape and tie the rope to your waist in order to use the hammer to get the pills. Untie the rope, get down using the funny ladder to the left, climb out he bin and off to the casino.

THE CASINO

Floor eight: walk to the guards desk, look at her a few times and engage conversation. Give Faith the pills, press the button on the desk, walk behind the rear wall in the elevator on the right, open the closet. Take, inflate and road-test the doll. Look at the girl in the roof-top gardens, look at her (turning off the bubbles for a clearer picture of things), get into hot tub, give the apple to Eve (of course) and relax.

DON'T FORGET

You might get run over by a bus tomorrow, so deliberate no further. Note down that advice, slip it into an envelope, and post it to:

Complete Control,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.

CANNON

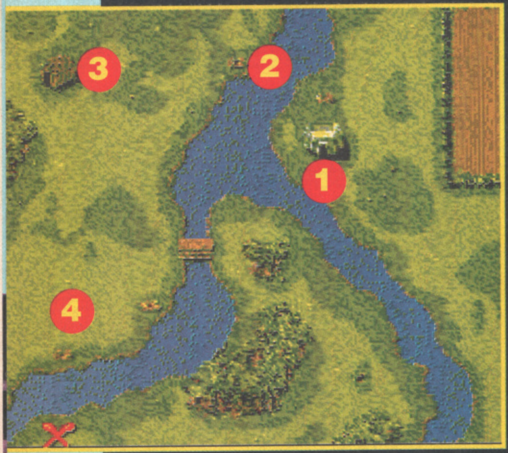
Fed up of biting arctic winds or glaring desert sun? Completely bored with plucking slimy leeches from your nether regions as you wade through a tropical hell? In the third part of his four part guide, Cam says goodbye to these hostile climates, tunes into The Archers and goes all rural. Why, even the underground bunkers are air conditioned.

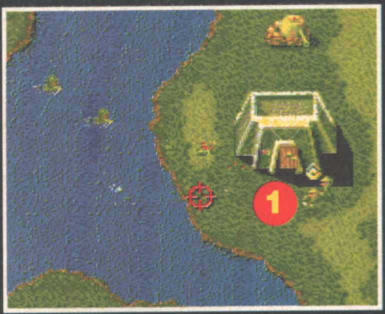
MISSION 13

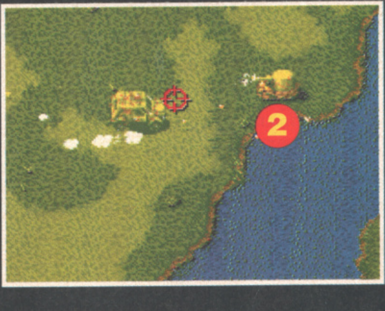
Phase 1

From now on, it's worth remembering that firing rockets at enemy turrets won't always destroy them. Often they can only be destroyed by another turret or a tank. Bearing this in mind, head right as quickly as possible and cross the river. Head up to the front of the bunker (1) and get the turret to shoot at you. After a shot or two, the door will fly off, and after a few more shots, the turret will succeed in blowing itself up. Click directly on the turret across the river and open fire on the jeep as soon as you can (2), then get out and blow up the hut (3) before splitting the team. Send one man down to shoot the rocket launcher (4) and then get in the turret to blast its enemy counterpart. Mission over, and 15 new recruits for you.

MISSION 13.1







MISSION 14

Phase 1

Shoot the launcher (1) and then blast the two turrets (2) with grenades. Head over the bridge and go left, but (3) BEWARE THE MINES! Get in the helicopter and marvel in the destructive possibilities of unlimited heat seeking rockets (4) as you destroy everything and everyone.

Phase 2

Get in the jeep and prepare to play cat and mouse with the helicopter. You've got to circle the enemy turrets (1) until they either blow themselves up or catch a stray rocket from the chopper, but at the same time avoid getting caught in the blast. The chopper will hound you for about thirty seconds, but as soon as it leaves you alone, dash over to the landing pad (2) and blow it up on the ground. After you've taken out the turrets and the helicopter, bombing the huts and mopping up is easy.

MISSION 15

Phase 1

Head left as soon as you start, and watch out for any soldiers lurking near the hedges. Go and pick up the chopper (1) but steer clear of the farmer, as he'll shoot at you but you can't kill him. Fly over to the clearing (2) but watch out for the spring-loaded spike when you get out. Put one soldier in the tank, and simply keep moving down the screen blasting the three turrets and the bunker.

Phase 2

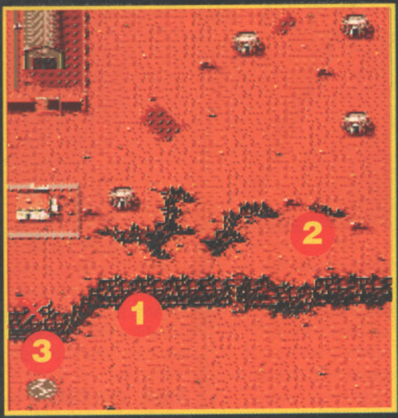
Swim right and shoot the extremely well camouflaged rocket launcher (1) and the sheep. Strictly speaking, only the sheep by the bridge is dangerous (it explodes, you see) but the other one deserves to die for not giving you any sort of warning. Head up and destroy the hut, then shoot the rocket launcher (2) before getting in the chopper.

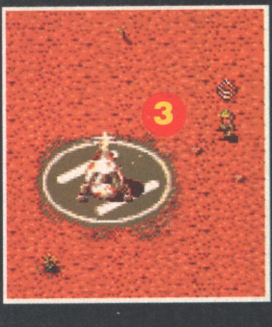
Head over to the clearing (3) and pound the area with bombs before landing. The enemy fire so quickly that unless you're very lucky, some of your squad will get shot before you get in the turret, but once you're there, just blaze away at everything.

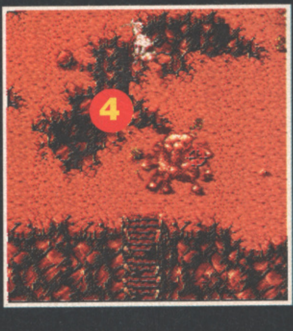
Phase 3

Get in the chopper, land near the houses (1) and leave two guys there before getting the rest of the squad safe and airborne. Hop into the turret (2), fire off a shot at the enemy turret and hop out again before return fire wrecks it.

MISSION 14.1







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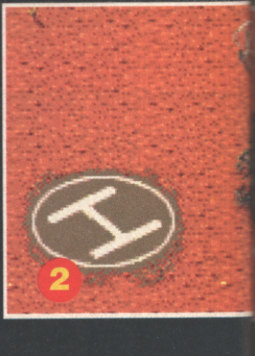

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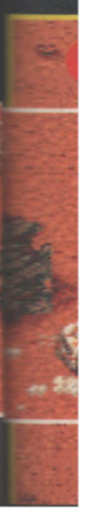
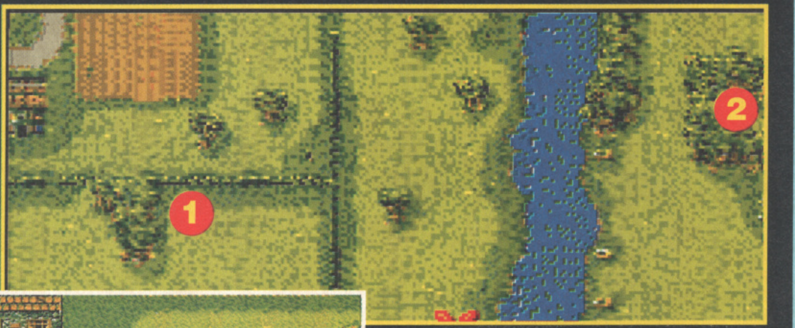
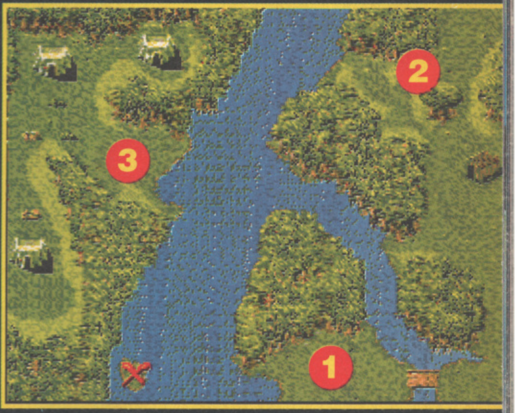
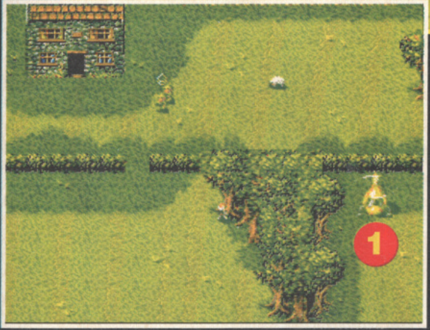


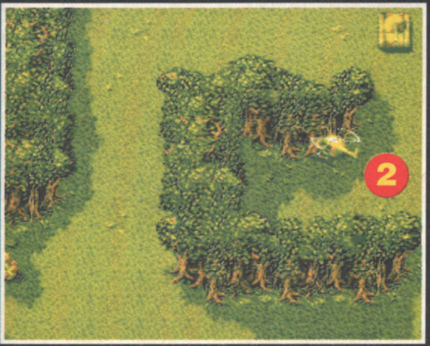
FODDER

MISSION 15.1









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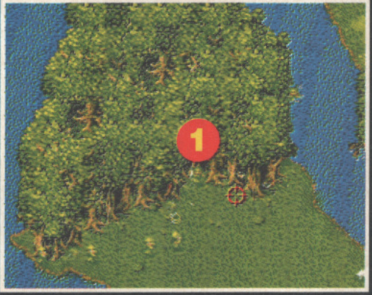
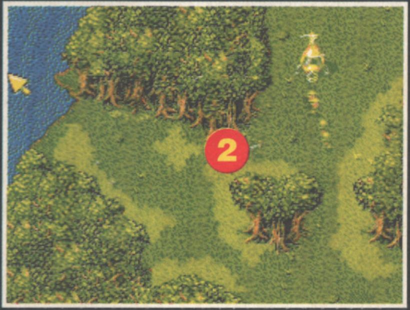
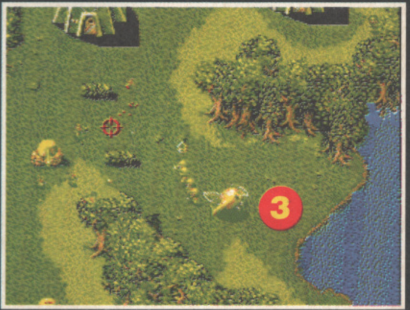
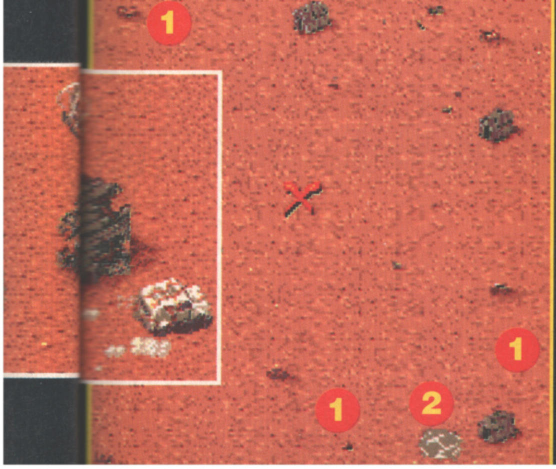








Wander over to the bunker (3) and destroy it with the turret, walk over the land bridge and stand by the side of the real bridge (4). From this point, the jeep can't get you, but you can grenade that little sucker.

That just leaves the hut (5), and the tank (6) which you can probably get with one of the two turrets (7). If the tank's out of range, position the helicopter to lure it into an ambush.

MISSION 16

Phase 1

Take out the two rocket launchers (1) and then grenade the doors (2). Send one man into the room (3) to kill the launcher, but BEWARE THE MINES! Send the other guy to get the extra grenades (4) and destroy the door, then link up and head down. The two launchers (5) should be no problem, which lets you climb the ladder and revel in a glorious end of phase slaughter-fest (6).

Phase 2

Swim through the slime and climb the ladder before blowing the door (1). If you go to the far left, you'll see a well guarded four star general power-up (2) which is protected by a blast wall. You'll be seeing more of these guys, and the only way to get past them is to use four rockets or grenades on them so that they drop down into the floor. Anyway, to complete the level, shoot your way to the turret (3) and blow off all the steel doors.

MISSION 17

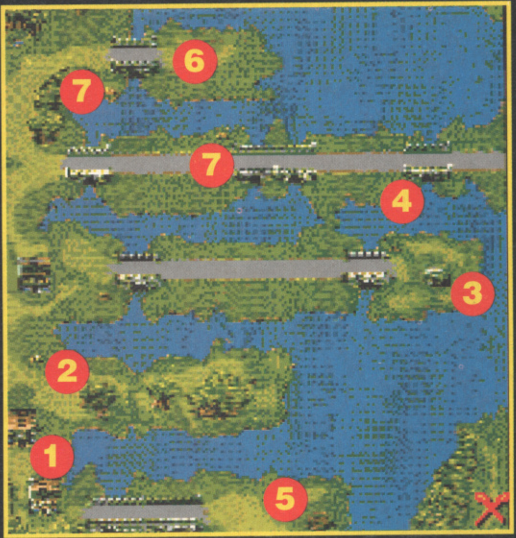
Phase 1

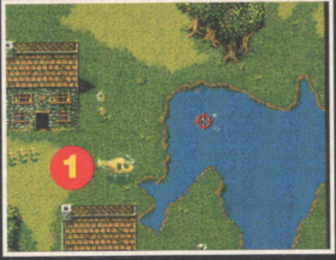
Blow the door of the house next to you, and then cross the river (1). Head along the road, then charge the launcher (2) before grabbing the tank and wrecking the hut (3). Blast the barricade across the road, shoot the launcher (4), the house and then the hut (5). Once everyone's dead, the hostage will wander over to your tank, so head down to the bridge (6) and get everyone but one soldier out. This is just a precaution so that if the tank gets blown up as you take out the turret, you don't all die. Cross over the land bridge to the Red Cross tent and shoot the final, hard-to-spot launcher guy to finish off yet another successful mission.

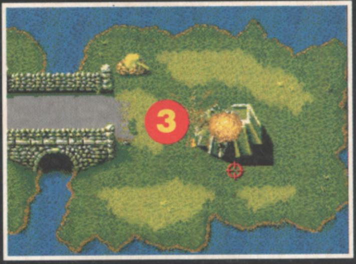
MISSION 18

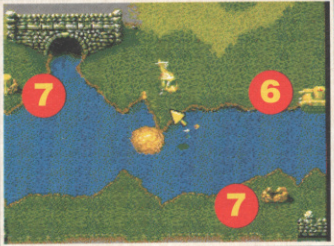
Phase 1

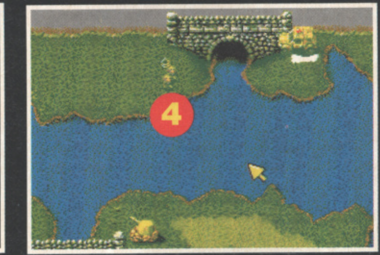
Right, as you've probably guessed, the previous few missions have just been ➤



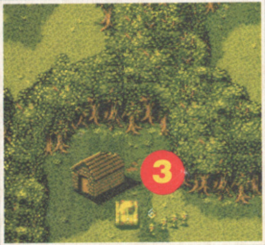


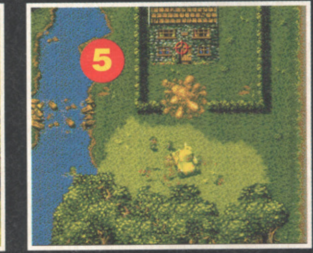


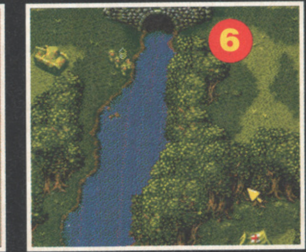


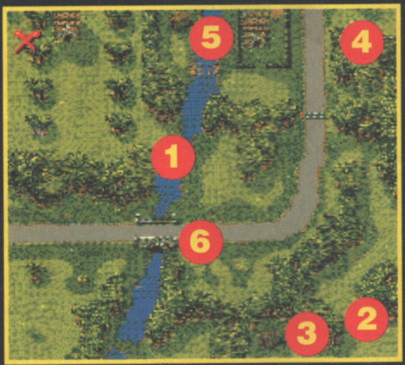


MISSION 15.3









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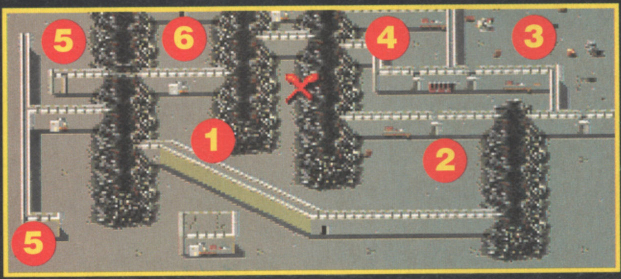
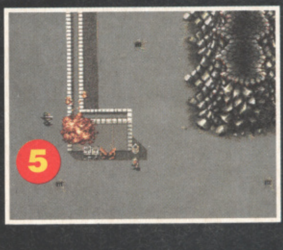
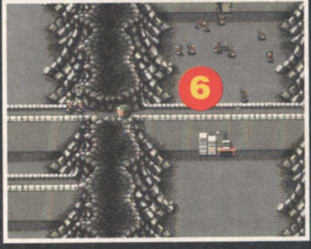
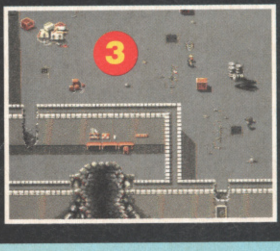


MISSION 16.1

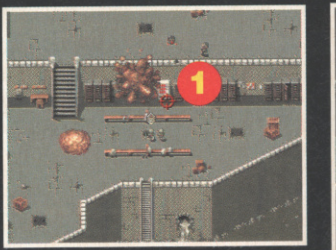


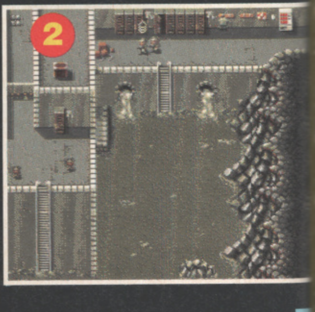




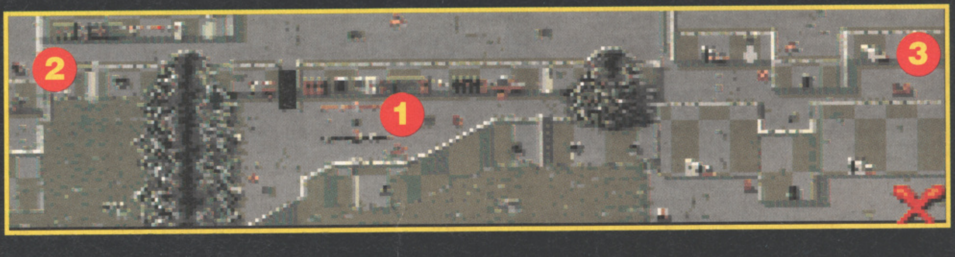
boosting up your troop reserves, so we're back to a major league, war of attrition set of phases again. On this one, you've got to move very fast (as the enemy spring out of doors with alarming regularity) and conserve each and every grenade and rocket as if it were your last carton of orange juice on an extremely long train journey.

Send a single soldier without bombs to the turret (1) and destroy the enemy turret and the door. Bring everyone over to the first blast door (2), but BEWARE THE MINE! just before it. Blow the door open, then





MISSION 16.2

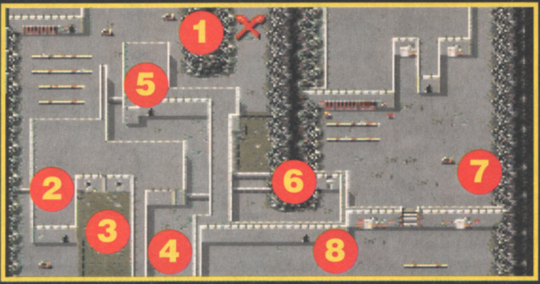


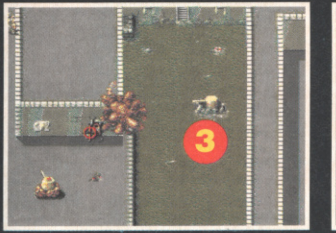
each
carton

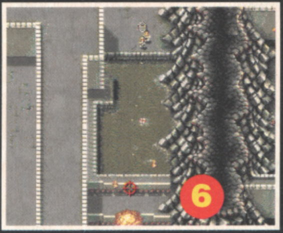
ret (1)

RE

MISSION 18.1







position the squad just in front of it. Split off one soldier and put him in the turret (3) so he can blast the door and enemy turret, and then go and pick up the extra rockets (4).

Join the squad up and open the next blast door (5) so you can rescue the first hostage and get yet more rockets, and then go to the slime pit (6) to pick up the next hostage and open the double set of blast doors.

Send just one soldier over to shoot his way to the turret (7) and blow both doors at the top and bottom of the room, and then continue your one man crusade by leaping in the next turret (8) and taking out the final door. Once you've mopped up any survivors, simply wheel the hostages in and let them meander their gentle way over to the tent.

Phase 2

Have you ever been hassled by drunks in the street, alternatively trying to be nice to you through a drunken haze and then getting all abusive when you won't give them any money? Well it's all recreated here in perfect detail, and the really annoying thing is that even though you've got loads of bombs, no conscience and unlimited ammunition, you can't go on the rampage. Killing the scroungers is a definite no-no, but their empty cider bottles can kill you extremely dead, so either avoid them and run up the map, or get in the car and try not to run them over.

Dash up the steps and thin the baddies down as much as possible by lobbing grenades over the wall, then send the boys in to the turret and blast the three bunkers. And it really is as simple as that.

Phase 3

There's lots of running about and no real set way to do this one, so I'll just tell you where everything is. You've got to rescue the three hostages (1) and take them to the Red Cross tent (2) and the simplest way of doing this is to use the helicopter (3). Grenades are more valuable than rockets since you can throw them over walls, but should you want more rockets, there are two pods lying around (4). Apart from the soldiers dashing about, the other main obstacles are the turret (5), the jeeps (6) and the rocket launcher (7) but as long as you know where they are, they're all easy to get rid of. If you fail to complete this level first time, you really are a sad loser.

Phase 4

To quote Joe from Reservoir Dogs, there's two ways you can go on this – my way, or the hard way. If you think you're immortal, then simply head over to the right as quickly as you can, taking casualties all the way in and all the way back again. This is not clever, this is not advisable, and this is certainly not my way.

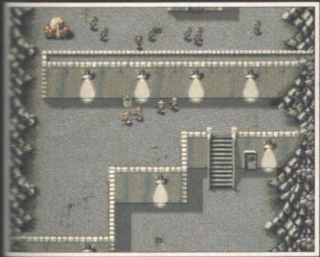
Clever people will head over to the left, grenade the door and then put one guy in the jeep (1). They'll then send that one guy leaping over the slime, hurtling through the chicanes and then jumping the gunge at the other end (2). They'll gun down the guards, stop for the briefest moment as the hostage leaps aboard and then speed back to the tent (3) as quick as they can. Oh yes.

Phase 5

It's a tough one this, isn't it? And, at the time of going to press, I've only got the vaguest notion of how to do it. How come you've got so many guys? How do you drop all those blast doors? How come the tanks get you what ever you do, and shouldn't there be something like a fat juicy rocket firing helicopter lying around somewhere?

All these questions and more will almost certainly be answered in next month's startling conclusion to *Cannon Fodder*. Probably.

● ***CAM WINSTANLEY***



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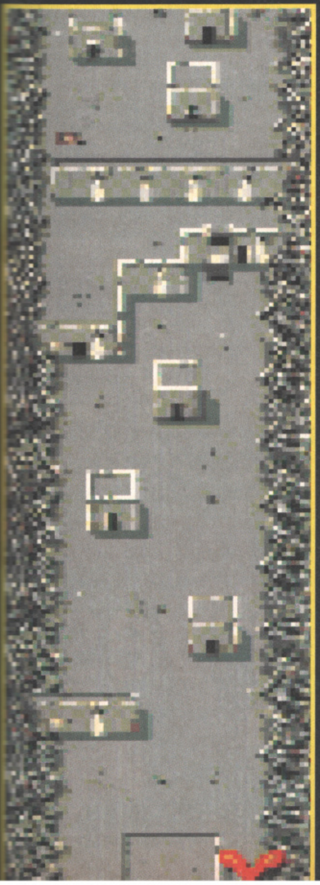

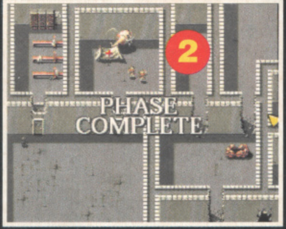

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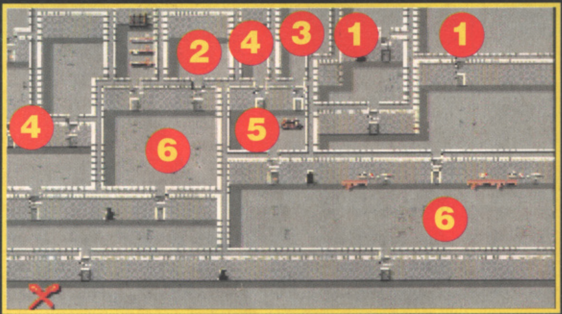

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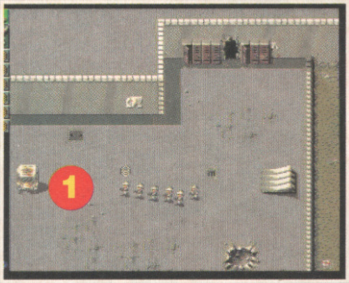
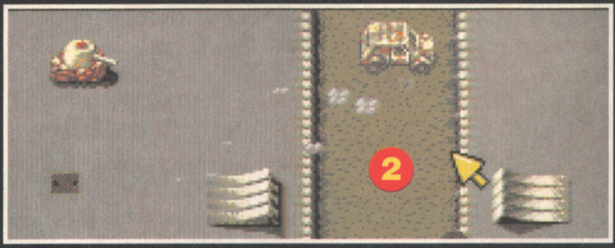
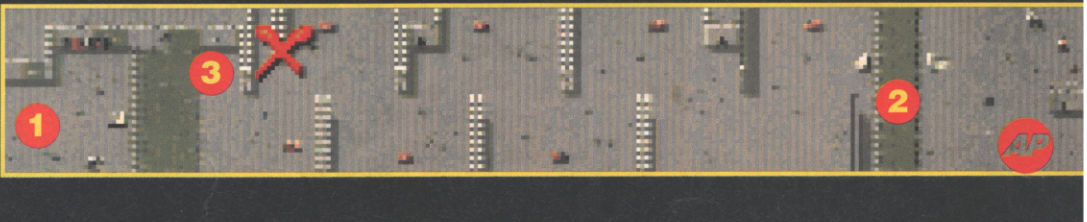
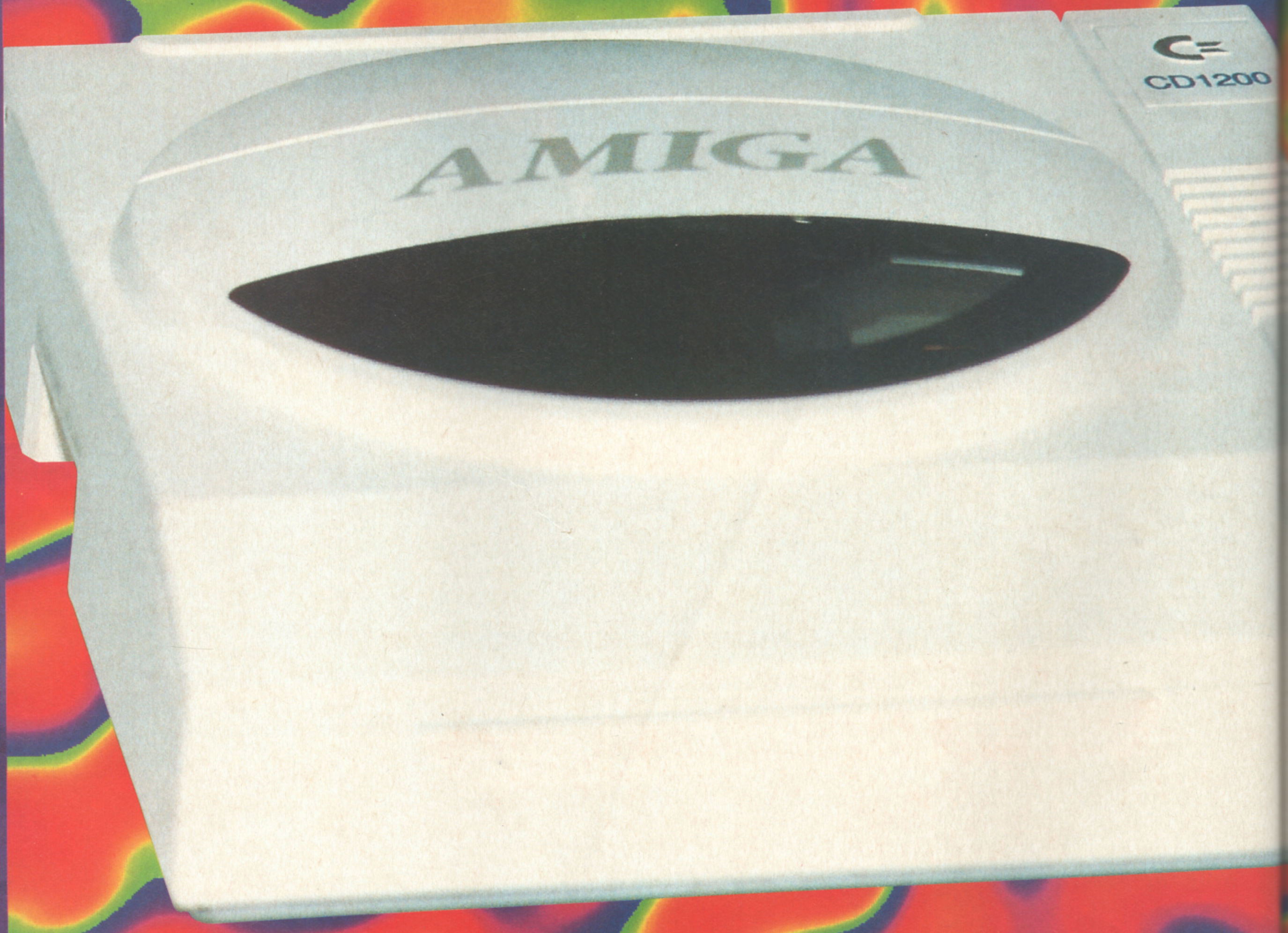






THIS MACHINE
THE WAY YOU
FOREVER...

ALL IS REVEALED IN ISSUE 59 OF


AMIGA
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A1200 CD-ROM drive arrives

WILL CHANGE PLAY GAMES

AMIGA FORMAT

AF 59b

SYNDICATE

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Embark on a space war against alien hordes in this top-down shoot-em-up from Belgium

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Syndicate missions disk only available through Amiga Format

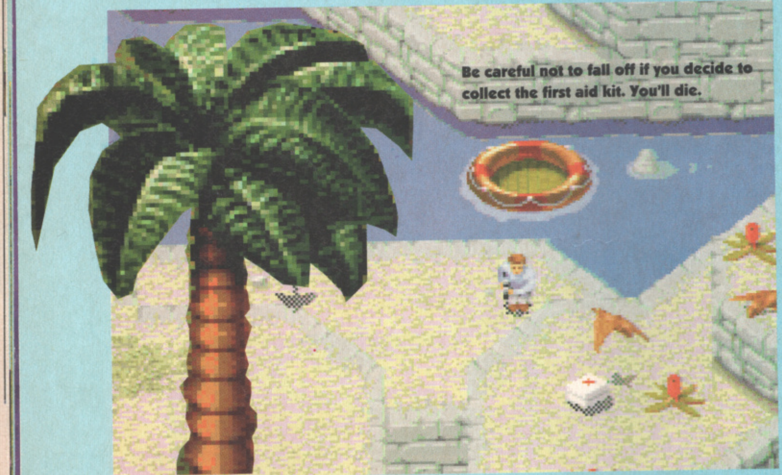
ON SALE 28TH APRIL

JURASSIC

Concluding our two-part guide to the monolithic *JP*, we cover all the dingy, er sorry, dinghy bits, and do some more of those fabulous 3D bits as well. Cool.

I reckon that I must have done something to upset Stuart or Steve F or even our new editor Jonathan. Chris Lloyd did the smart thing and left us before he got given any more *Jurassic Park* tips to do.

After reviewing this game, I never ever wanted to see it again in my life ever. But, contrary to good taste and well balanced judgement, you lot went out and bought it in droves. Okay, so I pretended not to be bothered After all, they wouldn't expect me to do the tips would they? Would they? Guys? Blimey, alright then, but don't expect me to talk to you for the next three issues.



Be careful not to fall off if you decide to collect the first aid kit. You'll die.

DINGHY SECTION

LOCATE THE DINGHY AND PROCEED THROUGH PREVIOUS LEVELS TO MOTION SENSOR

Password 85B48B42

Head south, then west, until you come across a turning. Now go north to the river and follow it westwards. Head South, then take the path round, back to the river. Go back southwest along another section of the water, south, southwest, along the path, north along the path and find the dinghy. It's easy to find, so no slacking.

Next, throw yourself into the water and climb on to the raft. Follow the flow of the river east, pass under the bridges and continue east. Try not to get caught on the river banks and islands.

DINGHY SECTION IN PTERODOME

Continue with the river flow, east. After passing the place where the bridge was, keep to the south river bank whenever possible. When you arrive at the narrow section of the river where the first aid kit lies, alight the dinghy and make for the south river bank.

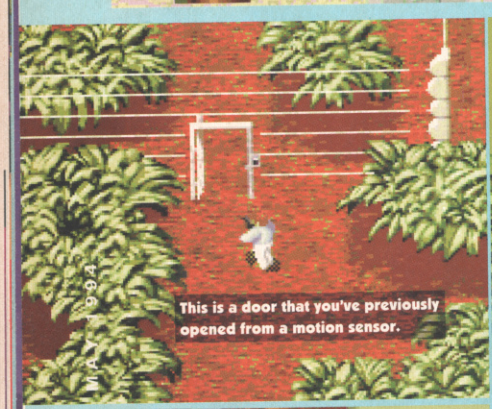
Once off the dinghy head south and walk down the steps, southeast and wait on the outcrop south of the waterfall. You will see the dinghy approaching once it has taken the torrents of the waterfall; when it is near, get back in, follow the river east and the exit won't be far.

DINGHY SECTION IN BRACHIOSAURUS PADDOCK

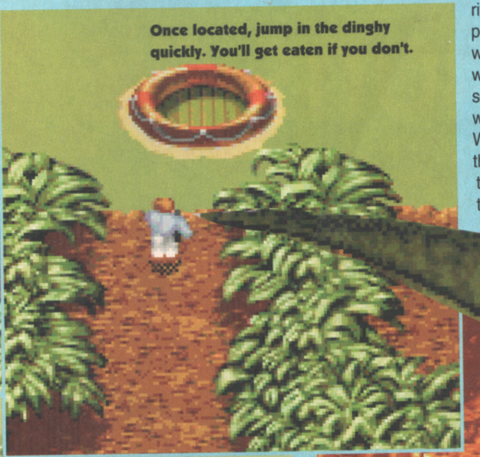
No password (accessed via first dinghy section)

Follow the river east until you come to the island with a motion sensor on it. Guide the dinghy to the west of the island and get out. Activate the motion sensor and unlock the fence gate. Climb back in the boat and go around the island anticlockwise, then north between the two islands and head towards the lowest section of the north bank.

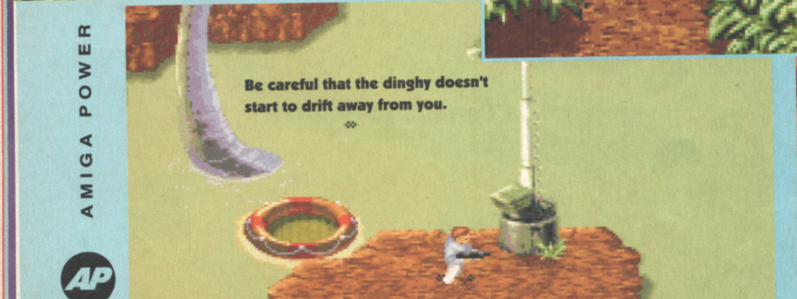
Once back on ground go southeast, across the bridge, west along the river bank as far as possible, south and follow the fence round until you come across the gate. Go on through. Descend the steps south



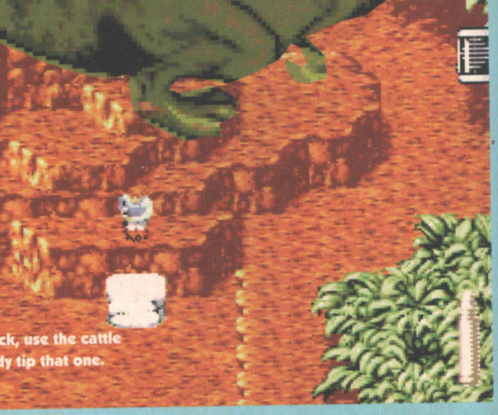
This is a door that you've previously opened from a motion sensor.



Once located, jump in the dinghy quickly. You'll get eaten if you don't.

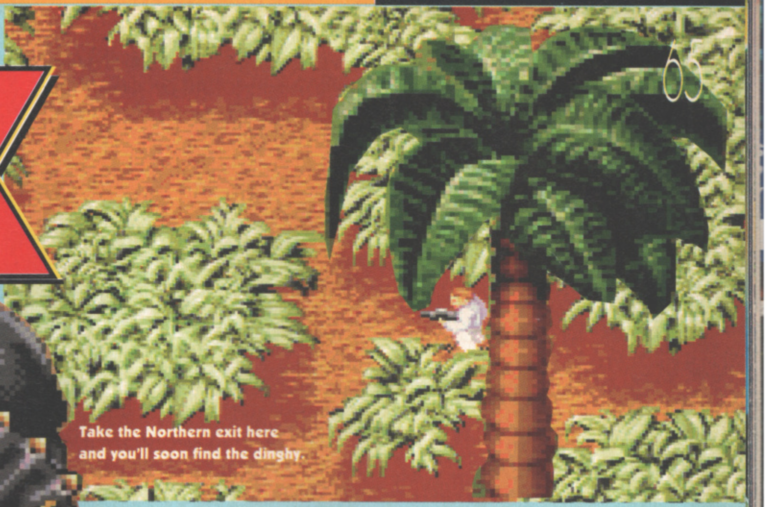


Be careful that the dinghy doesn't start to drift away from you.



If the block gets stuck, use the cattle prod to free it. Handy tip that one.

PARK

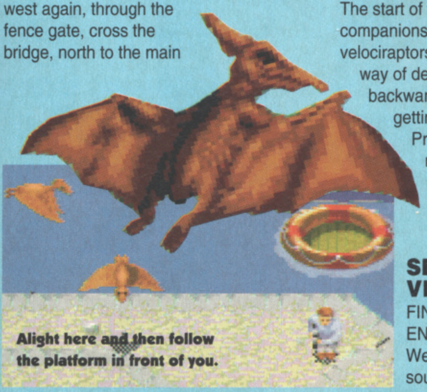

Take the Northern exit here and you'll soon find the dinghy.

JURASSIC PARK
JURASSIC PARK
Gauge the closeness of velociraptors by ear. Listen.

JURASSIC PARK
JURASSIC PARK
Gratuitous screen shot which highlights your location.

and find a path in the foliage which leads west. Follow this path around and go north until you come across a shallow pit. Push the block to climb the steps, and once at the top activate the motion sensor and unlock the fence gate.

Down the steps, west, southwest, west again, through the fence gate, cross the bridge, north to the main gate and reunite with Tim and Lex. This is a good point to put the kettle on and give yourself a congratulatory hug.


Alight here and then follow the platform in front of you.

VISITORS CENTRE

FIND STAIRS TO THE NEXT LEVEL

Password F54C6FAA

The start of the level reveals your companions. Throughout this level velociraptors will jump out at you. The best way of dealing with them is to move backwards while firing, but be wary of getting lost that way.

Proceed north, east, east, north, north, west, west, west, south, south, southwest, west, south, south, east, north, east, east, south and west to the stairs.

SECOND LEVEL OF VISITORS CENTRE

FIND THE EXIT TO THE ENCLOSURE OUTSIDE

West, south, east, south and south to the exit.

OUTSIDE ENCLOSURE

Southeast, east, north, east, east, east, north, north, west, west to the maintenance shed.

MAINTANCE SHED

LOCATE INFRA-RED GOGGLES AND PROCEED TO LIFT

Password C57C77B2

West, north, west, west for the goggles (make sure you pick these up). Return to the start position of this level and follow the lights on the ceiling to the lift.

SECOND LEVEL OF MAINTENANCE SHED

YOU HAVE TWO OPTIONS HERE

1) Follow the lights to the power supply

2) Take the handy shortcut: South, west, west, north, west, walk into northwest corner of room and walk into power supply to activate it.

ESCAPE

RETREAT TO THE UNDERGROUND TUNNELS VIA THE LIFT

Password D564A762

With the power supply activated you will be informed that the route you entered by is now overrun with raptors and that you must proceed to the visitors centre via the underground tunnels instead. You should have the goggles in your possession – if not then you must return to the first section of the maintenance shed and retrieve them. Then go southeast, west, and west to the lift. Hooray another section completed. Have another cuppa, with maybe a nice choccy biccy this time.

UNDERGROUND TUNNELS

East, south, east, south, west, west, weast, south, south, east, east, northeast, east, southeast, north to the lift.

MORE UNDERGROUND TUNNELS

MAKE YOUR WAY THROUGH THE TUNNELS TO THE LIFT

South, east, south, south, east, east, north, north, east, south, south, south, west, north, west, west and north to the lift.

BASEMENT

Southeast, north, east, southeast, north, east, east, north, west, west, southwest, west, north, east and northeast to the lift.

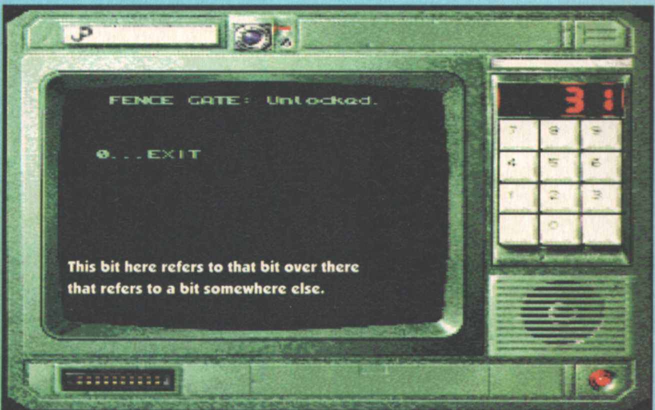
VISITORS CENTRE

You will be informed that the raptors have broken through the glass, and that your companions are going to use the ventilation shafts to get to the lobby, and that is where you should meet them. (The lobby is the round room that you left earlier to get to the outside enclosure.)

South, south, east, north, east, east, south and west to the stairs. West, south, east, south and walk to your companions. And that, as solutions these days tend to conclude, is it.

Next month I'll be doing some tips for *K240*, a game that's much closer to my heart — I've already booked two pages with the editor. Aside from letting me play the game some more, it should allow you more insight on how the game plays.

● ***STEVE McGILL***


```
FENCE GATE: Unlocked.

0...EXIT
```

This bit here refers to that bit over there that refers to a bit somewhere else.

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THE LAST RESORT

with Rich Pelley

Amiga games? No one knows more about them round here (apart from the lady who comes in to clean our windows) (oh, and most of us) than Rich Pelley.

Allow me to take your coat, fetch you a drink, and bid you welcome you to pages 68 and 69 of Amiga Power. If you take the numbers 68 and 69, find the sum, divide by 37 (the issue number) and add 3.95 (the price, in sterling, of the magazine) you arrive at 7.6527027027 – a number which, when rounded down and ordered in a Chinese takeaway, will give you prawn balls. Many would months ago have taken this sort of thing as reason enough to avoid The Last Resort, but please – as you've come this far, at least stay for a little while? I always enjoy a little company at about this time of the month.

CASES CLOSED

DALEK ATTACK

Q Last issue a reader wishing (for, one can only presume, security reasons) to remain anonymous, requested a cheat.

A "Try typing ROGER MOORE AND OLIVER REED WERE NEVER GOOD SINGERS, swapping the names around, or entering JAMES POND if it doesn't work."
Jonathan Giddings, Leek

INDY'S LAST CRUSADE

Q Gerard Lee was being driven round the bend trying to figure out Hildegard's obscure musical notes two issues ago.

A "Walk up to the skulls and look at the grail diary, which will show you a musical notation on one of the pages. Read this from left to right. The top line of the staff corresponds with the left skull, the second with the second to the left, and so forth. A note below the staff corresponds with the far right skull, so with some luck you should be able to calculate the correct skull-pushing order to open the door to level three. Selecting Push from the text and positioning the cursor over the correct skull to click will help cut down on any errors."
Phil Ducker, Bedfordshire

Q And Davinia B of Kent wondered where you need to use the Cross of Coronado.

A "Nowhere!"
Daniel Watkins, West Wycombe

HIRED GUNS

Q Mr A Hinchliffe of Bridlington had found a portal on the secondary mission with the inscription:

NEW
WNE
NWE
SN

Unfortunately, he'd be jiggered if he could find the exit.

A "As far as I can remember, if you follow the directions you should arrive at a teleporter, which provides your exit, although the key you have is only one of approximately twelve needed. When you head to the exit door a key is used, but there are more doors behind hiding more keys. Tackle the teleporters in any order that takes your fancy — you'll receive a key from each. Beware of the Ladies in Red because they're a bitch to kill; when you're on the one where you take a lift up to the surface, I find it's best to dodge rather than kill, grab the boxes and jump off. Then use the medi/droid kit and return to the exit to use your key. Oh, and a warning to everyone: the ending to this game really redefines the epitome of naffness."
Mr N. Cumberbatch, Morecambe

BATTLETECH

Q Two months ago we received a letter from Habeeb Mustala of Plumstead, to wit: "I have scoured the entire planet looking for the Starport, but I can't find it."

A "The Starport in question can be located at Grid Reference 55.60, 46.00 on the map supplied with the game. To get there, walk from the citadel in a northwesterly direction. Very soon you should arrive at the Starport which, the Citadel excluded, is the largest town in the game."
Stuart N Hardy, Sheffield

LEMMINGS 2

Q Sports level one and Tricia Trancer of Bolton were not on the best of terms last time we met them, in issue 35.

A "You have forgotten the whole essence of Lemmings itself. Roundabout thinking, remember? Let the little Lems haplessly saunter over the first drop. They bounce on the trampet into a jet of steam, which will catapult them onto another platform. Ignoring their cries of pain, ready yourself with a flamethrower to take care of the vertical pipe blocking your way. Again they bounce along merrily until they fall down the hole between the two tennis balls. Now use your bomber — they fall into another steam jet and are fired left. After bouncing on another trampet, and being fired up, left, up they head right, hit a stone ball, and reverse their direction. Flamer the two vertical pipes, the Lems walk into more steam, are fired upwards, and land right next to the exit."
Thomas Finlay, Inverness

LOOSE ENDS

Help one of these readers in need and I'll buy you a drink. (If I ever meet you.) (In a pub.)

Q "Please assist this weary traveller in the dungeons of BLACK CRYPT. I am in the lifestealer section and have found two of the three skull crowns: one at the end of the passages with key two, and the other at the end of the passages with the pits. But I am totally stumped on the third."
Bob Jones, Greenford

Q "On the mission called Kanchatka in SYNDICATE, where you have to assassinate someoneorother's wife, I can locate and persuade the informant, but when it comes to actually killing the woman I have rather less success. I go in with my guns blazing but am still told that my mission has failed.

Also, on the Iran mission, who on earth is shooting at me? Every time I start to move towards the target, bullets come from nowhere. The people who are firing don't even show up on the map."
Craig Blackthorn, Wakefield

Q "And I'm stuck in Paraquay."
Neil Ewin, Bexhill

Q "Does anybody know how to fix the stairs in the library in the game MANIAC MANSIONS? I've been at it six months!"
Claire Smith, Gwent

Q "In the same game, I have four problems if you'll indulge me a minute.
a) I can empty the swimming pool, but have no idea what to do with the radio and the glowing key.
b) I can't work out what use the garage has.
c) I'm unable to ascend the stairs that are out of order.
d) And the man wrapped up in the bath – what do you do to him?
Gareth Harding, Kent

Q "WING COMMANDER (CD32 version), Mission 12. I'm overwhelmed by enemies at Nav point one. Any advice?"
Allan Hislop, Chester

Q "I've reached level 17 on ALIEN BREED 2, but I can't get through without being killed. I've got all the codes, but I'd like to be able to do it without cheating!"
Lee from Middlesbrough

Q "Please save me from premature hair loss by telling me how on earth I complete the Wading Around level of COOL SPOT. It's driving me bananas."
Simon Davies, Surrey

Q "On INDY J'S LAST CRUSADE, can you help? I've got to the Zeppelin, smashed the radio and got into the envelope. I'm finding my way around, but after about three fights I invariably run out of energy and lose the game. And can I avoid being chased off when starting the biplane?"
Phil Payne, Bedford

Q "Are there any BLOODWYCH fans out there than can help out a fellow RPG man? Where in heaven's name is the Gem in the Keep? I can't get into the moon tower and I'm most distressed."
Paul Japp, Surrey

Q "Please help me with a couple of problems that are driving me up the wall. The game is HEIMDALL, and my problems are Thor's hammer, the room with the tree-branch tree and the magic doorways. I've visited every room in World One, but can't find it; I've put the diamond on one side and the runestone on the other, but what goes in the centre?; and I've been told 'Choose your class, choose your path', but how do I choose?"
Martin Crossan, Stirling

Q "In the same game, I've given the apple and the necklace to the two godesses but I don't know what to give the third to restore her sight. I've heard somewhere that you need dragon's eggs, but I don't have much of an idea where they are. Please m'aider *(très à la mode, mon brave — Euro Ed)* — I've been stuck for ages."
Alex Mesoudi, Watford

CRUISE FOR A CORPSE

Q "I have been wandering about the ship and have found four books in the study with letters on. What do you do with them? Also, where is the screwdriver?"
Hugh Jarvis, Leeds

A Rearrange the books so that they read INCAL – this will open a secret door which leads to effectively the end of the game, via a short arcade sequence and a modest amount of puzzling. The screwdriver is outside Hector's room. You'll then be wanting to use it on the projector in the smoking lounge, of course.

FLASHBACK

Q "I think I have just about got to the end of this great little game, but I can't seem to get any finishing message or end-of-game sequence. Once I've activated the nuclear device, all I seem to be able to do is to run back along the completed play area until the place blows, with me still in it."
Steven Marsh, Co Durham

A If you manage to run back far enough (and quick enough) there is a means of escape. However, the easiest thing to do is to use the teleporter. Once you've teleported down the final shaft, pick up the receptor and take it as far right as possible. Although nothing registers here at the moment, this is where you will be picked up from to escape the exploding planet. Drop the receptor, and walk back under the shaft, down, and then right to activate the nuclear device. As soon as you've done so, teleport back to the final screen, and walk to the right.

LOTUS 2

Q "Sorry to seem stupid, but can you give me the level codes? I'm really crap at it."
Andy Nolan, Woking

A No problemo, Andy. TWILIGHT, PEA SOUP, THE SKIDS, PEACHES, LIVERPOOL, BAGLEY and E BOW will get you across the levels in order (night, fog, snow, desert, motorway, marsh and storm). For infinite time, try TURPENTINE; to qualify whatever, try DEESIDE; and for a pointless hidden game, try DUX.

THE HITCHHIKER'S GUIDE TO THE GALAXY

Q "I've only just recently got my hands on this great adventure, and I'm stuck on the Bugblatter Beast."
Paul Wales, Ashurst

A Crikey — an adventure game. If memory serves (which, if this month is anything to go by, it probably doesn't) I think you have to put your towel over your head to diguise yourelf from the beast, and then carve your name on a stone so he thinks he's already eaten you.

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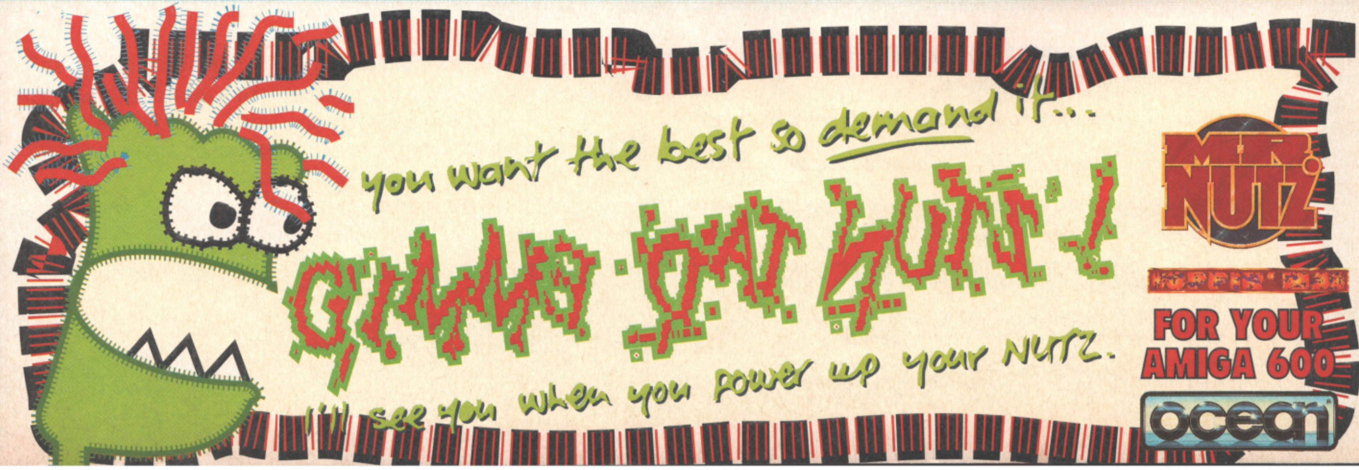
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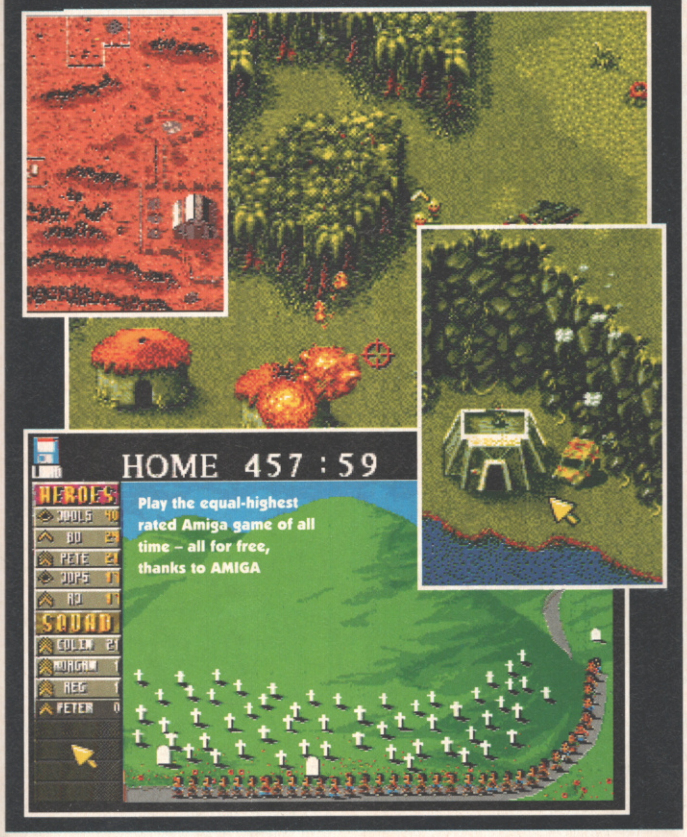

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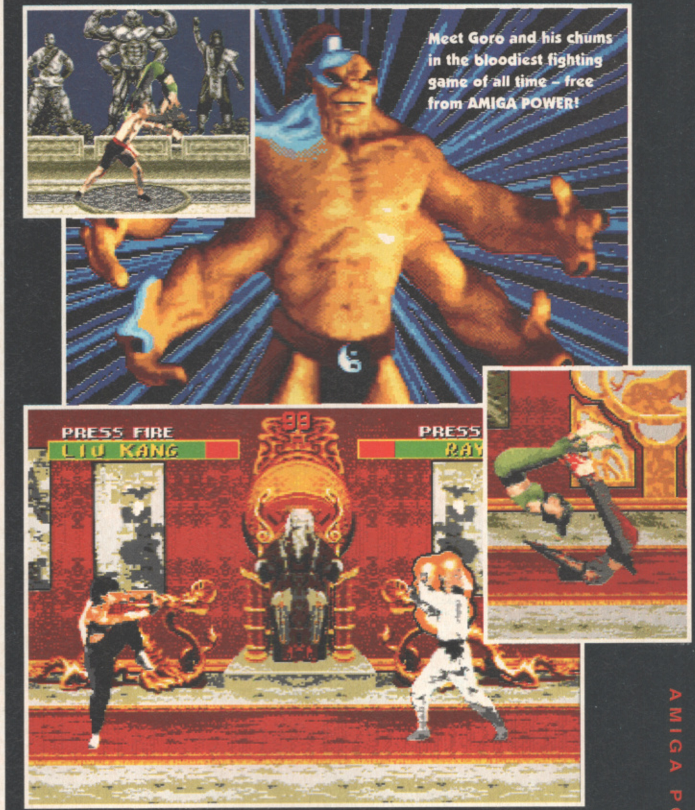
– Cam Winstanley, AMIGA POWER issue 32

MORTAL KOMBAT



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"Incredibly solid and meaty thumps and crunches that really make it feel like you're inflicting some damage... deeply satisfying in play... the Amiga's best beat-'em-up to date"

– Stuart Campbell, AMIGA POWER issue 33

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BROOOM!

WIN! LAMBORGHINI GOODIES THERE FOR THE TAKING

LAMBORGHINI
AMERICAN CHALLENGE
MONEY
MATCH THE CURRENT BET.
BET
DONE
DAMAGE:
DISTANCE:
05
SPEED:
276

We love *Lamborghini American Challenge*, officially the 40th best game on the Amiga. And we love Titus, who publish it. And Titus love us. And they love you, too. And we love you. So we've taken this opportunity to get together with Titus and assemble FIVE massive parcels full of essential *Lamborghini* goodies. And then give them away. Each one includes a Titus rucksack, a jacket, a cap, a T-shirt, a sweatshirt, a thrilling Lamborghini video and, most importantly, a copy of *Lamborghini American Challenge* itself. Our winners can truly consider themselves the five luckiest people on Earth.

HOW TO WIN

You``re going to have to work for the goodies. So if you fancy your chances as a winner, what we'd like you to do is:

SEND US SOMETHING ITALIAN

Simple enough? You'd be a fool to think so. You see, anyone sending us pasta won't even get a whiff of a prize. Likewise, we don't want those spare lira you've had knocking around your mantlepiece since your summer holiday of 1985. No, you've got to come up with something original. Something exciting. Something that'll persuade us that maybe, just maybe, there's hope for you lot after all. Something like an Armani suit. Or a Fiat Punto. Or a Cornetto. Or the Sistine Chapel. Or Sophia Loren. Except those might all be a bit difficult and/or expensive. And anyway, we've already thought of them, so they wouldn't count. Think again.

So, the five people sending us the most interesting, original and generally entertaining Italian things will win the prizes. Send your entry to: Couldn't I Just Answer Some Questions Or Something?, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. And make sure it reaches us by 31st May 1994.

DAMAGE:
DISTANCE:
11
SPEED
248
DRIVERS
SHOP
4

RULES

1. Employees of Titus and Future Publishing, and anyone who lives in Italy, are forbidden from entering.
2. The closing date is 31st May 1994. Entries arriving after this date will be spread liberally with tomato paste and cheese, and won't win.
3. Entries must be attractively gift-wrapped.
4. The editor's decision, no matter what its consequences, is final.

TITUS

BARE YOUR SOUL

You know about us. But we know very little about you. This must change.

£100 OF SOFTWARE TO BE WON!

1. How long have you owned an Amiga?

☐ Over two years ☐ Between a year and two years
☐ Six months to a year ☑ Less than six months
☐ Less than a month

2. What sort of Amiga(s) do you own?

☐ Amiga 500 ☐ Amiga 500+
☑ Amiga 600 ☐ Amiga 1000
☐ Amiga 1200 ☐ Amiga 1500/2000
☐ Amiga 3000/4000 ☐ Amiga CDTV
☐ Amiga CD32

3. What extra bits and pieces have you bought for your Amiga?

☐ Second disk drive ☐ Hard drive
☐ Monitor ☐ Extra memory
☐ Other (please specify)

____

4. Which other machines do you own, and which are you planning to buy in the next six months? (Put a tick for 'own', and a cross for 'planning'.)

☐ PC compatible ☐ CD32 ☑ Atari ST
☐ Amstrad CPC ☐ C64 ☐ Spectrum
☐ Super Nintendo ☐ Mega Drive ☐ Mega CD
☐ CDi ☐ Jaguar ☐ 3DO
☐ NES ☑ Game Boy ☐ Game Gear
☐ Atari Lynx

5. Which games do you like playing the most? (Put a '1' next to your favourite, a '2' next to your next favourite, and so on until you get to 9. If you see what we mean.)

Platform games	1	Shoot-'em-ups	2
Beat-'em-ups	3	Arcade adventures	4
Role-playing games	5	Puzzle games	8
Driving games	7	Simulations	6
Strategy game	9		

6. On average, how much time do you spend playing games each week?

☐ Less than 2 hours ☐ 2-4 hours ☑ 5-9 hours
☐ 10-15 hours ☐ 16-20 hours ☐ Over 20 hours

7. How many Amiga games do you own? (Not including PD or coverdisk ones.)

☐ Up to 10 ☐ 11-30 ☑ 30-60
☐ 60-100 ☐ Over 100

8. How many full-price games will you buy in the next three months, do you think?

☐ None ☐ 1 ☑ 2-5
☐ 6-10 ☐ 10-15 ☐ Over 16

9. How many budget games will you buy in the next three months?

☐ None ☐ 1 ☑ 2-5
☐ 6-10 ☐ 10-15 ☐ Over 16

10. And how many PD disks will you etc etc?

☑ None ☐ 1 ☑ 2-5
☐ 6-10 ☐ 10-15 ☐ Over 16

11. How much money do you spend on games each month?

☐ Less than £5 ☐ £5-£10 ☑ £10-£20
☐ £20-£30 ☐ £30-£50 ☐ £50-£100
☐ Over £100

12. How do you choose the games you buy?

☐ Reviews in AMIGA POWER
☑ Reviews in magazines generally
☑ Recommendations from friends
☑ Looking at the packaging
☐ Adverts ☐ Sheer guesswork

13. How do you get hold of your games?

☑ Through mail order ☑ From a chain store
☐ From an independent store
☐ From exhibitions/computer fairs

14. If you buy through mail order, how many companies do you use?

☑ Always the same one ☐ The same two or three
☐ All sorts of different ones
☐ Depends

15. When buying through mail order, which factors most influence your choice of company?

☑ Price ☑ Selection available
☐ Location ☐ Size of advertisement
☐ Design of advertisement
☑ You've used them before
☐ They advertise in AMIGA POWER

16. What would you give AMIGA POWER as a whole, out of ten? 7

17. Which other magazines do you read? Give the ones you *do* read a rating out of ten.

Amiga Format		Amiga Action	8
CU Amiga	5	The One	
Amiga Computing	_	Amiga Force	9
GamesMaster	_	CVG	_
Amiga User International	_	Edge	_

18. How often do you buy AMIGA POWER?

☐ I'm a subscriber
☐ Most months
☐ Not very often
☐ Every month
☑ Every now and then
☐ Er, this is the first time

19. Why did you buy this issue of AMIGA POWER?

☐ The Top 100
☐ The number of coverdisks
☐ The number of pages
☐ For a change
☐ Because it's AMIGA POWER, and you always buy it
☑ What's on the coverdisks
☐ The games that're reviewed inside
☐ Another reason (please state)

APART FROM A COUPLE OTHERS
IT WAS THE ONLY DECENT ONE THERE

20. Which was your favourite issue of AMIGA POWER?

Issue no. 34

21. If you're thinking of becoming a subscriber (something we'd heartily recommend), what are your reasons for doing this?

☐ To guarantee your copy
☐ To save money
☐ To save time and effort
☐ For the special offers
☐ To cover yourself against price increases
☐ Other (please state reason)

22. Please rate the following sections of this issue of AMIGA POWER out of ten. Then tell us whether you'd like to see more or less of that section. Or is the current amount, as we suspect, just right?

	Rating	More	Less	OK
Cover	6	☐	☐	☑
Coverdisk pages	8	☑	☐	☐
Top 100	9	☑	☐	☐
True Stories	8	☐	☐	☑
Who Do We Think..?	7	☐	☐	☑
Main Reviews	7	☑	☐	☐
Competition	8	☐	☐	☑
Complete Control	9	☑	☐	☐
The Last Resort	8	☑	☐	☑
One-page reviews	9	☐	☐	☑
Budgets	8	☐	☐	☑
Hi Ho Silver Lining	—	☐	☐	☐
Points of View		☐	☐	☐
PD	10	☐	☐	☑
Do the Write Thing	10	☐	☐	☑
The Bottom Line		☐	☐	☐
The Secret Garden	9	☐	☐	☑
Wish You Were Here	10	☐	☐	☑

23. Please rate the games on this issue's coverdisk out of ten.

Defender	8	*Asteroids*	10
Llamatron	10	*Pong*	8
Monaco	1	*Soko Ban*	8
Banshee	—		
Advanced Lawnmower Simulator	GUESS?		

24. Do you think the ratings AMIGA POWER gives to games are...

☐ Too hard
☐ Too soft
☑ Just right

25. How old are you?

☐ Under 10
☐ 10-13
☑ 14-16
☐ 17-19
☐ 20-25
☐ 25-30
☐ Over 30

26. Are you...

☑ Male
☐ Female

27. Are you...

☑ At school
☐ At college or university
☑ In full- or part-time employment
☐ Unemployed

28. What is your approximate annual income?

☐ Pocket money
☐ Under £1000
☑ £1000-5000
☐ £5000-8000
☐ £8000-12000
☐ £12000-16000
☐ £16000-20000
☐ Over £20000

29. Do you have a bank/building society account?

☑ Yes
☐ No

30. If not, are you planning to open one within the next six months?

☐ Yes
☐ No

31. When you're not playing Amiga games, how else do you kill time?

☑ Watching telly
☐ Going to the pub
☑ Cycling
☑ Listening to music
☑ Looking out of the window
☐ Doing sports
☐ Going to pop concerts
☑ Reading
☐ Charity/voluntary work

32. Do you own any of the following?

☐ A motorbike
☐ A gun
☐ A baseball cap
☐ A set of drums
☐ A keep-fit video
☐ A packet of cigarettes
☐ An unnecessarily large dog
☐ A pair of tinted corrective spectacles
☐ A moustache

33. Finally, what's your name and, as if we didn't already know, where do you live?

Name..
Address...
....
....
....

Send your completed questionnaire to: AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, by 15th May 1994. If we pull yours out of the bag, and we like the sound of you, we'll send you £100 of games.

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COOL SPOT!

ISSUE 35
MARCH 1994
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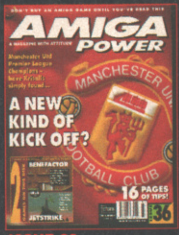

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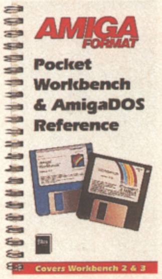
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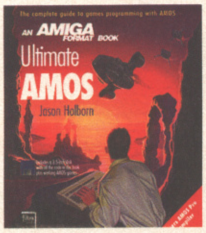
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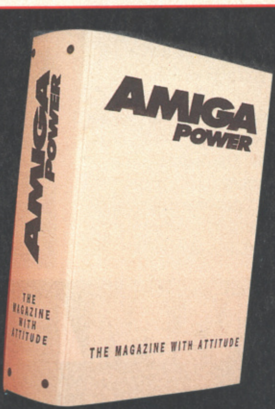
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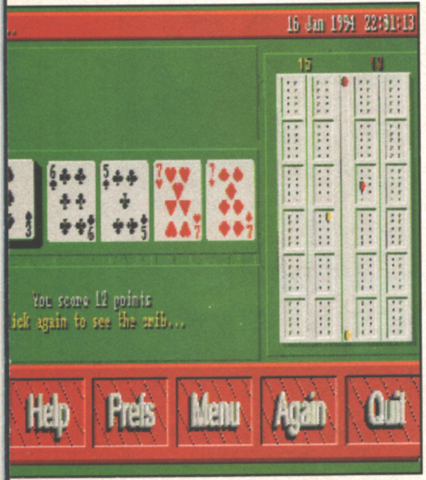
BUDGETS

If you took all the budget releases for one year and laid them end-to-end along a road there would be quite a few of them and it would take, ooh, several seconds to walk past them all. Probably.



You score 12 points
ick again to see the crib...

Omar Sharif isn't just Egypt's top playboy, he's also their national cribbage star.

EXCELLENT CARD GAMES I&II

Publisher: Tower Software
Author: Richard Brown
Price: £10 each
Release: Out now

One drawback with our faithful games playing machine is that some things are just better when you play with humans. Card games, like many things, are best enjoyed in the small hours of the morning with a bottle of spirits *('Tizer'. – Ed)* and some close friends. That said, there are some instances where such a happy circumstance is not possible to arrange, and your Amiga can fulfil some of the promise of its name. (It's Spanish for girlfriend – but then you knew that, right?)

If you are going to play cards with your computer then *Excellent Cards I&II* are pretty damn fine, and not likely to break the bank either. *Excellent Cards I* offers you five games: four patience games and Black Maria (that's the one where you play a kind of reverse whist, the point being to *lose* the Ace, King and Queen of Spades). The patience games vary from the put-the-black-suited-card-on-the-red-suited-card-and-try-and-find-all-the-aces-quickly variety (Yukon) to the ridiculously complicated must-add-up-to-ten-before-you-can-discard-them-and-there-are-specific-places-to-put-the-royal-cards type (Frustration!). The Black Maria plays a good game against you, although you seem to be limited to only being able to play against two computer opponents.

Excellent Cards II is more of the same with another four patience games and the much under-rated stalwart of the public bar, Cribbage. There are several versions of Cribbage but unfortunately *ECII* only plays six-card. It does play a very good game however, and this is an excellent tutorial for anybody wishing to learn the game.

Both sets of card games have excellent on-line help facilities that will tell you clearly how to play the games, as well as several good choices from a preference screen that will keep the games entertaining for a long time.

Tower Software seems to be a bit of a one-man organisation that also produces a version of Backgammon and the classic African 'pea-game' Mancala. The Backgammon has been recently revised and will be reviewed in these pages 'ere long. These are extremely testing games and you will find the computer players neither predictable nor easy to beat.

Tower Software can be contacted at PO Box 9, Gosforth, Newcastle-upon-Tyne, NE3 1QW.

● ***STEVE FARAGHER***

THE BOTTOM LINE

Well presented, good fun and tough computer opponents. Worth buying.

79 PERCENT

JOHN MADDEN FOOTBALL

Publisher: The Hit Squad
Price: £12.99
Release: Out now

If you've already read the All-Time Top 100 feature (which you should have,

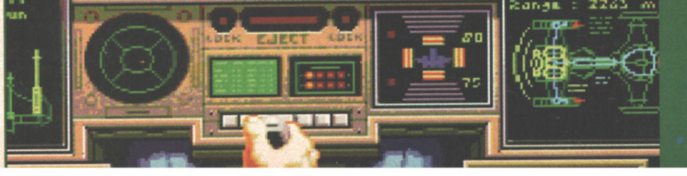
WING COMMANDER

Publisher: The Hit Squad
Price: £14.99
Release: Out now

"Full on raging 3D action you can't afford to miss," enthused Mark Ramshaw in AP21. "The landmark in shoot-'em-ups." "I'm such a fan of the game." "The most complex 3D images yet seen in an Amiga game." He was talking about *Wing Commander*. And he was wrong.

What *Wing Commander* is, in fact, is some shoot-'em-up sections linked together by some plot-type bits where you talk to other characters. The latter are unbearably dull, and you'll rapidly grow to hate them. As you play, a plot unfolds about defending mankind from the Kilrathi, with you working your way up the ranks by blowing up spaceships. This lends the game a weighty, role-playing air, which can easily fool people into thinking there's more to it than shooting things.

Sleepyteques are Hollywood's newest fad.



Before the A-Team, Dirk Bennedict played Blake in Battlestar Galactica.

The shoot-'em-ups sections, meanwhile, aren't very good either. You stare out of the window of your spaceship waiting for a baddy to come into range. When it does, you move up, down, left or right to bring it into your sights, and then shoot it. And then you do it again. And again and again, until all the aliens die. Then you're back at base wading through another load of 'conversations'.

The reason for *Wing Commander*'s considerable success is probably its graphics – as the spaceships fly around they rotate and zoom in and out, despite being textured sprites. This is meant to look really impressive and better than ordinary polygons. But it doesn't, and it's not. And that's on an Amiga 1200, too. On a 500 *Wing Commander*'s farcically slow and unpleasant.

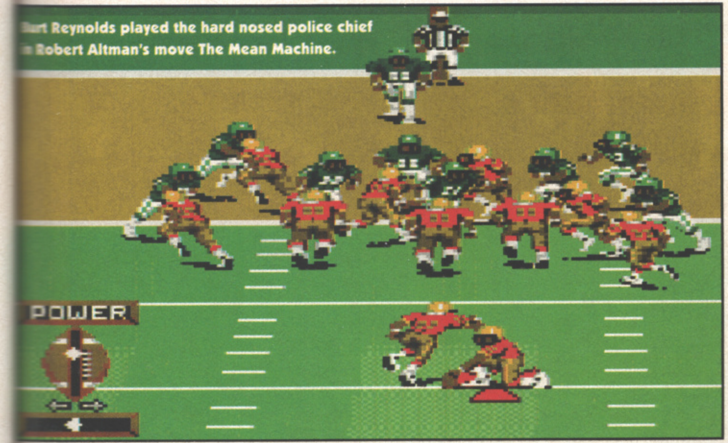
● ***JONATHAN DAVIES***

THE BOTTOM LINE

Wing Commander's over-rated and unsatisfying. It's also hopeless if you don't have an A1200.

48 PERCENT

79



urt Reynolds played the hard nosed police chief Robert Altman's move The Mean Machine.

unless you're the kind of deviant who reads magazines from the back to the front), you might have been surprised to see this game dropping from last year's number 21 to, well, not in the chart at all any more. You shouldn't be. It's rubbish.

Charming, witty, loveable and in every other way a respectable and valuable member of society, ex-AP staff writer Tim Tucker firmly believes that *John Madden Football*, in its various computer and console incarnations, is the best video game of all time. It's difficult to clearly express exactly how wrong he is without resorting to base personal attacks, so instead I'll simply offer a heartfelt counterpoint.

Now I don't actually hate American Football. It annoys me a bit that they call it football when 95% of the players never touch the ball with their feet in their entire careers, but that's just Americans for you, and the time I spent watching this year's Superbowl was the most unenjoyable four hours I've had in quite a long time, but I do see the basic appeal of the sport. The warlike subtext (all that methodical advancing into enemy territory) to the game plays skilfully on the mostly-male audience's suppressed hormones, while the more aesthetically-minded can appreciate the nice uniforms and the occasional moment of sheer sporting grace contrasted against the brute thuggery of the rest of the proceedings. Generally, when it's actually happening and not being interrupted for ad breaks every 98 seconds, American Football is a nice thing to watch. It makes for a terrible video game, though.

Here's what happens when you play *John Madden Football*, in my experience. You can't be bothered reading the instructions, because it all looks horribly complicated. So you jump straight in, and experiment completely at random with a few plays until you find one that seems to work pretty well (in my case, a straightforward QB Sweep running play). You repeat it over and over and over again whenever you're on the 'offense', and choose defensive plays by waggling the joystick and hitting the fire button and hoping for the best. Everything else you just try to pick up as you go along. If you get stuck, you just leave the joystick alone and the computer actually takes control for you. Even without this help, you win your first-ever game by a 56-point margin. You wonder when the gameplay comes in.

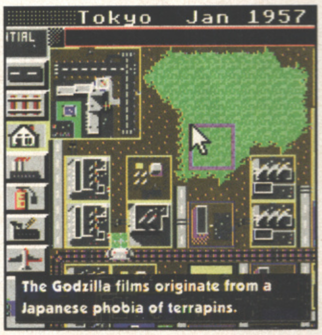
This is a problem that's applicable to every version of *Madden* I've ever played, but even with a single-button joystick making things harder for Amiga players the game's a pushover in one-player mode. It's a good two-player game, they say. But so is Snap. So, more relevantly, is (say) *Sensible Soccer*, and you can have a good time with that even if you haven't got all your friends round. There's no point in owning this at all.

● ***STUART CAMPBELL***

THE BOTTOM LINE

In my opinion, one of the most overrated games in the history of anything you care to mention. I can understand the appeal of the sport, but I don't get the lure of the video game in the slightest.

33 PERCENT



The Godzilla films originate from a Japanese phobia of terrapins.

SIM CITY

Publisher: The Hit Squad
Price: £16.99
Release: Out now

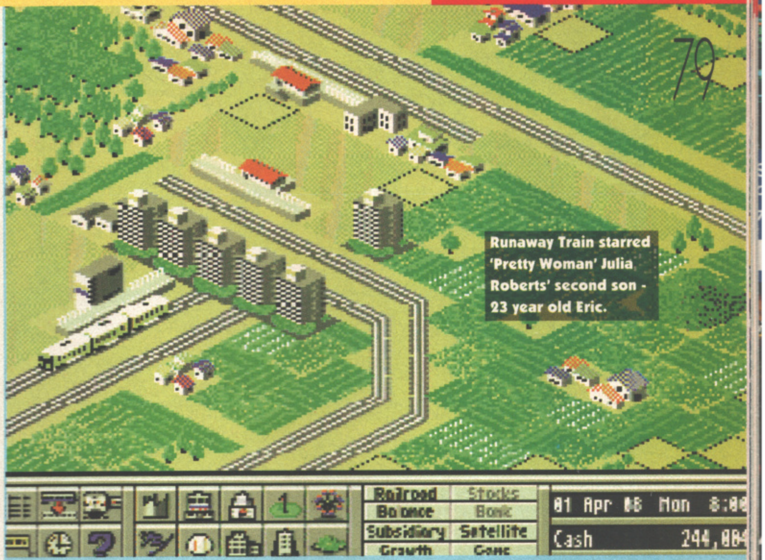
Look, I'm not reviewing *Sim City* again. No way. Forget it.

● ***STUART CAMPBELL***

THE BOTTOM LINE

It's *Sim City*, all right?

90 PERCENT

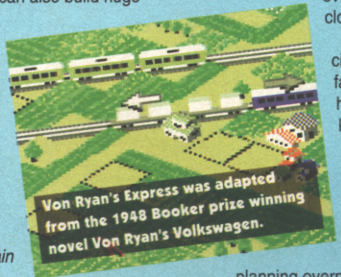


Runaway Train starred 'Pretty Woman' Julia Roberts' second son - 23 year old Eric.

A-TRAIN

Runs on: A500, A1200
Publisher: Hit Squad
Price: £17.99
Release: Out Now

Unbelievably for a game involving trains, they never break down, always run on time and in all the time I played it, were never halted by wet leaves or casually dropped pizza boxes on the line. Astonishingly, you can also build huge tower blocks, roads and stations in an instant (not there, blink, finished) but have to wait until the banks open in the morning before you can ask for loans. Odd that.



Von Ryan's Express was adapted from the 1948 Booker prize winning novel Von Ryan's Volkswagen.

The best way of describing *A-Train* is that it's *Sim City* with trains. Or *Railroad Tycoon* with buildings, but more of the former. Obviously you need passengers to catch your trains, so you just build a load of houses with a station near them. They've got to go somewhere, so you just build a central business district with masses of office space and connect it to the 'burbs with another station and a length of track. Once you've got that sorted it's a simple matter of building more offices, more houses and more factories to keep everything supplied. Well, actually it's not a simple task at all, because after a bit you get what my old geography teacher used to call 'diseconomies of scale,' where the advantages of living in a big city (close to work, work close to consumers, nice restaurants, etc) are outweighed by the disadvantages (pollution, congestion and having to pay seven quid to go to the pictures). So if you plan your city badly, everything gets horribly clogged up.

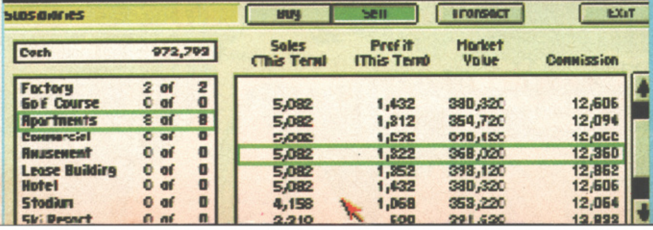
So you build more cities and more factories and more houses and try and keep the money coming in. It's one of those games that keeps on going, and it's ever so easy to get wrapped up in planning overnight trains and new lines and all that stuff. It looks great and it plays well. It must be said that the scrolling's cranky on the A500, but it's smooth and silky on the A1200. In terms of hours per pound, this scores highly.

● ***CAM WINSTANLEY***

THE BOTTOM LINE

Trains, money and construction don't sound that thrilling, so it's a pleasant surprise that A-Train's so darned interesting. And only £17.99 too. Yum, yum, yum yummity yum.

80 PERCENT



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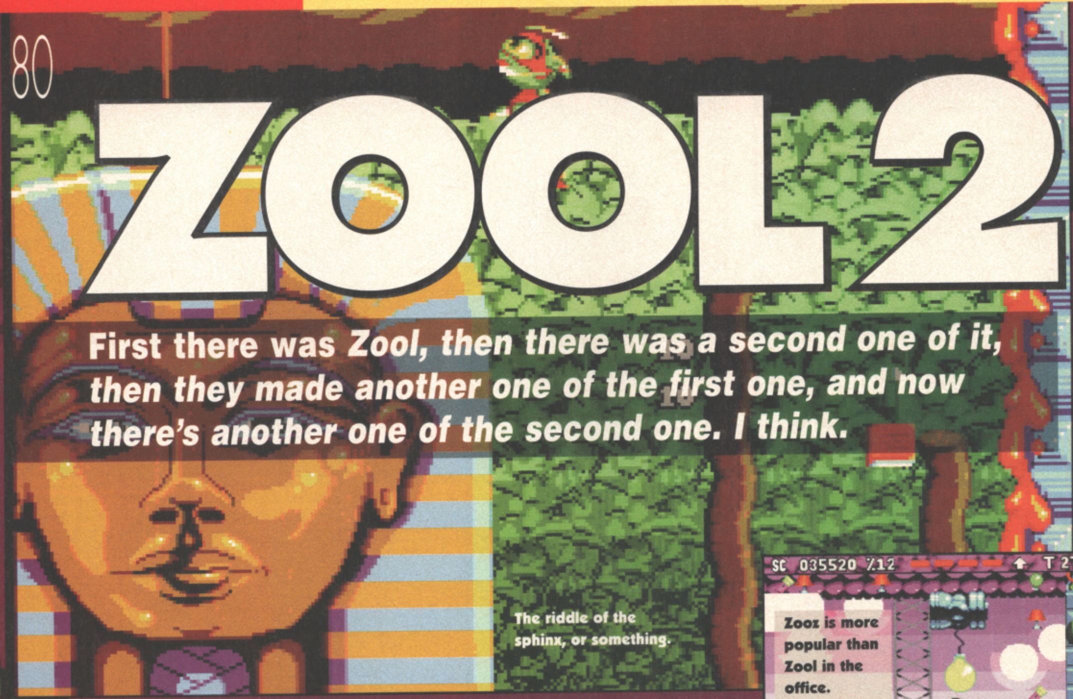
Amusement	0 of 0	5,082	1,822	368,020	12,360
Lease Building	0 of 0	5,082	1,352	398,120	12,862
Hotel	0 of 0	5,082	1,432	380,320	12,606
Stadium	0 of 0	4,158	1,068	358,220	12,064
Ski Resort	0 of 0	3,210	600	[illegible]	[illegible]

Only one of these captions is true, but which one? Answers on a postcard...

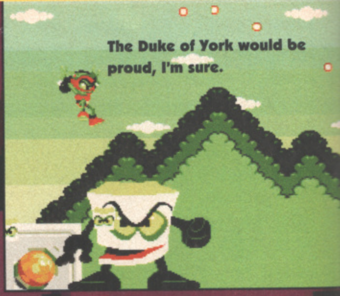
ZOOL 2

A1200

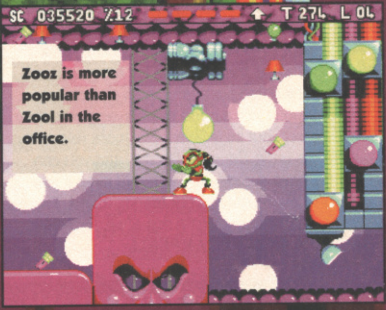
First there was *Zool*, then there was a second one of it, then they made another one of the first one, and now there's another one of the second one. I think.



The riddle of the sphinx, or something.



The Duke of York would be proud, I'm sure.



Zooz is more popular than Zool in the office.

Game: Zool 2
Runs on: A1200
Publisher: Gremlin
Authors: The Warp Factory
Price: £25.99
Release: Out now

Before I start, I'd just like to have a quick word about manual-based copy protection. It seems to be making a comeback, with this and *Brian The Lion* (a particularly annoying example, where you have to pore over the manual AFTER the first level) this month, and *Naughty Ones* and *Award Winners* last month (another couple of diabolical efforts, for various reasons), and it irritates the hell out of me.

"Yes, it's terrible," cry the software publishers, "but it's those nasty pirates, they make us do it, we have to protect the game-buying public from these eveil men, we're terribly sorry and everything, but that's the way it is." What a load of old dog's nob. Because even if you've never owned or played a pirated game in your life (and let's hope you haven't, eh?), you know the first thing that happens when a game gets cracked and put on the bulletin boards – they take the protection out. So what does that leave us with? The poor sap who actually does the decent thing and forks out his cash is the only one who has to knacker his eyesight sitting under an arc-lamp trying to decipher the difference between half-a-dozen near-identical Zools in slightly different poses, or working out whether 'Line 6 Word 1' includes the titles, paragraph headings and whatnot, or not.

SILLY BASKETS

"No, you don't understand," the softies protest, "we do it so that the pirates have to spend a couple of days cracking the protection, so they don't get the game out to the public the same day it gets released and destroy the sales." Toss. Do they seriously think that anybody who's going to pirate the game is going to be put off by the fact that they might be able to get it two days earlier by coughing up 26 quid? Always assuming that they've got the remotest idea when the proper release date is anyway, given the notorious uselessness of Amiga game publishers at (a) setting a specific date for a game release and telling people what it is, and (b) keeping to that date when they do. Most of the time WE haven't got a clue exactly when most games are supposed to go on sale (*Zool 2*'s press release itself says 'Mid March'), and we're the world's leading Amiga games magazine, so what chance have the general public got?

It's a futile complaint, but I'm going to keep making it until we all live in a glorious perfect world where honest game buyers don't have to put up with this kind of crap any more.

> **"Kind of like Zool, but less aimless"**

THE POINT

Anyway, *Zool 2* (sorry, spent a bit more time on all that than I meant to). It's kind of like *Zool*, but less aimless and a bit more action-packed, and it's got a few nice ideas tucked away in it later on. It rewards persistence, because the first level is awful but things start to improve quite dramatically after World 1.2, with a few clever-ish ideas (like the level with lots of transparent pipes where you can't quite see where you're standing) and of course, it's got top international computer game lass Zooz in it.

Zool seems to gradually improve with every new version, so I'll be expecting truly great things from *Zool 4* when they bring it out on the CD32, but this isn't bad for now. Okay?

● *STUART CAMPBELL*

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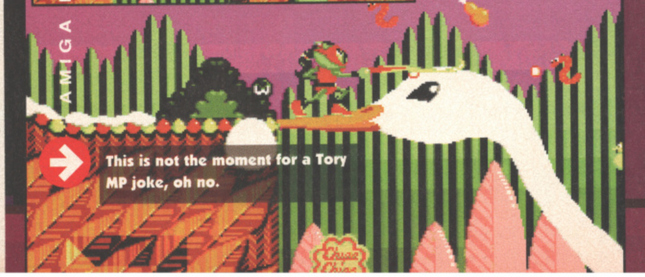
Mmm, nice-looking lollies.



This is not the moment for a Tory MP joke, oh no.

That lamp shade's being a bit previous. It's having a pop.

UPPERS Pretty new parallax-scrolling backgrounds on all the levels, and some new sound that wasn't in the A500 version.

A1200

DOWNERS Control's a bit on the skittery side, and there's even less excuse for 'music or sound effects?' on the A1200. It could use some passwords, too.

THE BOTTOM LINE

A tangible improvement on both the original *Zool* (gameplay-wise) and on A500 *Zool 2* (aesthetics-wise), and a neat platformer in its own right. *Zool* fans will love it, and the rest of us might begin to see the attraction in the nippy ninja.

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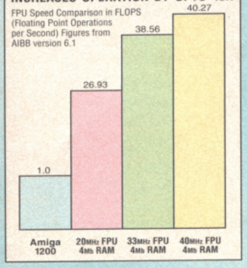

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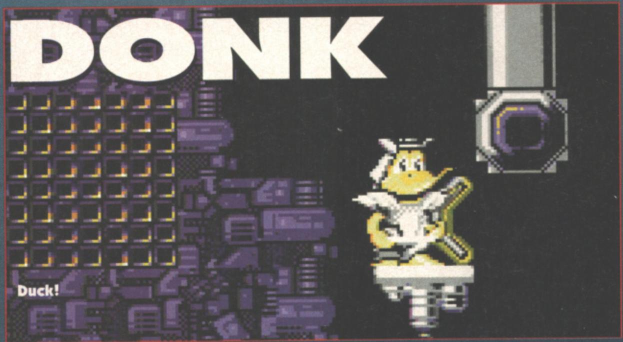
HI-HO SILVER LINING

In which Stuart Campbell has to step deftly out of the way to avoid being run down by the CD32 bandwagon. Software support – we love it.

DONK



Duck!

Supervision, £29.99

Yes! This is more like it – another game that's actually been significantly improved before being ported over to the CD format (original version 76%, AP31). The Hidden's *Donk* hasn't been drastically overhauled, but it's been seriously smartened up, with a much slicker front end, animated parallaxing backdrops, new CD sound and a general all-over respray. The game's actually structured a lot like *Super Mario World* on the SNES, although in play it's more of the traditional *Trolls*-style platform antics, but what's very clear is that with 112 levels (and not easy ones at that), you're going to get a lot of play out of it. (There's a save facility, though, so you won't have to get all of it in one go.) The other thing worth mentioning is the clever disguising of the (quite lengthy) disk-accessing pauses with bonus countdowns and animations – no 'Loading... Please Wait' for *Donk*, thank God – which is exactly the kind of thing we love to see here at atmosphere-conscious AMIGA POWER, so an extra five percent for intelligent programming. Hurrah.

"No, just put it on my bil"
Aha ha ha ha!

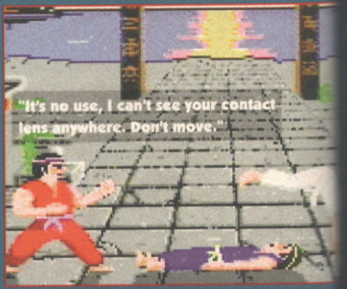
THE BOTTOM LINE

CD32

A fairly nice platform game made a lot nicer for the format, and now loads of fun, especially in the split-screen two-player mode. Hats off to The Hidden, I say.

83 PERCENT

IK+



"It's no use, I can't see your contact lens anywhere. Don't move."

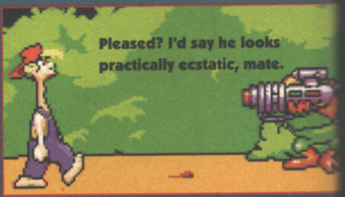
System 3, £14.99

IK+ is one of only 17 games to have been in the AMIGA POWER All-Time Top 100 in each of the chart's four years, and there's a good reason for that – it's a completely brilliant beat-'em-up for one or two players, but in which there are always three fighters

BUBBA 'N' STIX

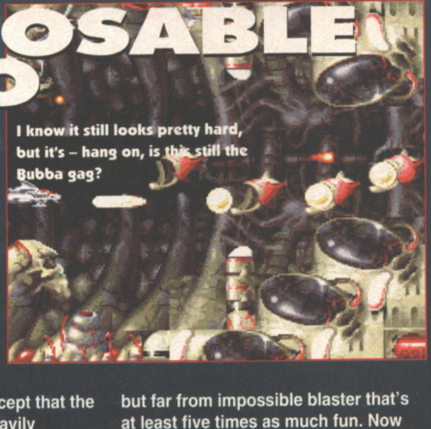
Core Design, £29.99

In some ways, this represents the opposite end of the CD32 equation – a game ported straight across with practically no changes, for four quid more than the floppy version. Still,



Pleased? I'd say he looks practically ecstatic, mate.

DISPOSABLE HERO



I know it still looks pretty hard, but it's – hang on, is this still the Bubba gag?

Gremlin, £25.99

And here's another welcome change. *Disposable Hero* was a potentially neat shoot-'em-up when we reviewed it back in AP31 (77%), utterly ruined by a difficulty level that would have given Superman a bit of a sore head. The CD version is identical to the original, except that the difficulty level has been heavily downgraded, turning this into a tricky but far from impossible blaster that's at least five times as much fun. Now everyone's got a fighting chance of

'Today's Sesame Street was brought to you by the letter 'Z', and by the sound effect "Clang, clang, clang... oof!"

on screen. Confused? You shouldn't be – the third (or second and third) fighter(s) is/are (oh God) computer-controlled mercenary types, and it's every man for himself, with the lowest-scoring fighter in each round being eliminated from the bout. It's fast, easy to control, exciting and funny and we love it. This version has been ported directly to the CD32, without even having the screen that tells you about the various keyboard controls removed (tch), but the 'make the fighters' trousers fall down' button has been moved to the joypad, making for an extra element of comedy tactical depth, as you can now distract your opponent by dropping everyone's pants without that dead-giveaway lunge at the keyboard, then smack him in the face as he turns away from the screen to look at you in surprise. In real life, too, if you like. Apart from that, a straight port, and a must-buy if you've got a CD32 but not an ordinary Amiga. (Otherwise get the floppy version for eight quid from The Hit Squad).

THE BOTTOM LINE

CD32 It's a little expensive for a game this old and this un-fiddled-about-with, but IK+ is superb and, as we keep saying, everyone should own it one way or another.

86 PERCENT

Hmph. I'd rather see a slack rope walker. That'd be good.

you do get a nicely-done animated intro, and *Bubba'n'Stix* is a dreamy and loveable (84%, AP34) platform puzzler (with the emphasis on the 'puzzle') in the first place, so I'm not going to give it too hard a time. But do consider getting the floppy version instead if you can, because it is quite a bit cheaper.

THE BOTTOM LINE

CD32 Doesn't do a lot with the CD, but a great game nonetheless. Sick of that phrase yet? Me too. Let's hope someone's listening out there... Hello?

84 PERCENT

making it to the exceptionally pretty later levels (although there are still a few annoying bits where you'll get killed almost without warning, or because you weren't sure what was background and what was foreground), and that's got to be a Good Thing.

THE BOTTOM LINE

CD32 Immeasurably improved by the toning down of the difficulty, this is now one of the Amiga's top horizontally-scrolling shoot-'em-ups. Thoroughly groovy.

84 PERCENT

Alfred Chicken had taken enough. It was payback time.

QWAK/ALIEN BREED SPECIAL EDITION

Team 17, £24.99

The first of Team 17's budget-price double-packs weighs in with the supercute *Bubble Bobble*-esque platformer *Qwak* (AP31, 88%) and the seminal *Gauntlet* clone *Alien Breed* (just in case you were in danger of confusing the two), in a bizarre but effective pairing of game styles. *Alien Breed* is atmospheric and scary (if a little uneventful in parts), and *Qwak* is bright, jolly, fast-paced, action-packed, and uses 'up' to sodding well jump. For God's sake. I'm so annoyed I can't write any more. No, really I can't. Absolutely not. No way.

THE BOTTOM LINE

CD32 Smart compilation (if that's not too strong a word), but offers no advantage over buying both the floppy versions on budget and having a fiver left over for crisps.

83 PERCENT

LAP TIME
00'00"000
SPD km/h GEAR DAMAGE
000 0 00%
BEST LAP
LAP
POS
Hey, where's my car gone?

PROJECT-X SPECIAL EDITION/ F17 CHALLENGE

Team 17, £24.99

Sadly, while *Disposable Hero* has learned its lesson regarding ludicrous difficulty before moving to the CD32, the world's second-hardest Amiga shoot-'em-up ever is just as unfriendly as it ever was on floppy. The version on the CD is the slightly-easier-than-the-original Special Edition (86% in AP29 – I must have been in a really good mood that day), but it's still fearsomely annoying, never more so than when you STILL change to completely the wrong weapon by accidentally jiggling the joypad around while trying to avoid baddies, even though there's a joypad button to do the job now, and hence no need for it whatsoever. Grrr. *F17 Challenge* is crap (55% in AP30), and at £12.50 each, neither of these games represents a noticeable bargain.

THE BOTTOM LINE

CD32 Annoying shoot-'em-up and tedious racer combine to form a thoroughly missable double bill. With a decent version of *D-Hero* available on CD32 now, there's very little point in bothering with *Project-X*, and there was never very much point in bothering with *F17 Challenge* in the first place.

59 PERCENT

Hello John, got a new motor?

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...and frankly, too many more to mention, or even fit in two pages. We're going to have to do some *really* tiny screenshots next month, I reckon. See you then.

"Look, stop doing that with your watch. I can't see a thing."

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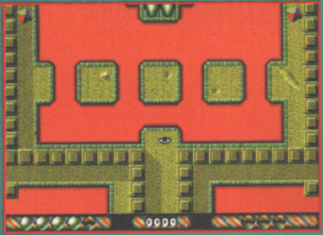
PD

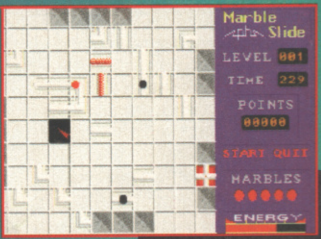
In keeping with our charty theme this month, Dave Golder takes time out to bring you his very personal All-Time Top 25 PD Games. And, as he claims some PD is good enough to be sold commercially, he's putting his money where his mouth is and putting a price on quality, too. Bless him.

25 KASTLE KUMQUAT



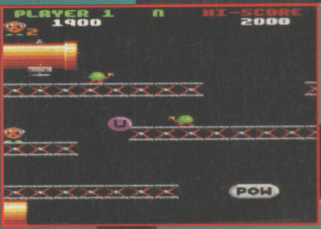
A huge, gorgeous-looking SF exploration game with some nifty timing puzzles. Overhead viewed and flip-screen, but don't let that put you off.
PD's answer to: I'm not sure, really. (Great start, eh?)
Commercial value: Two pints of cola and a packet of crisps, please.

24 MARBLE SLIDE



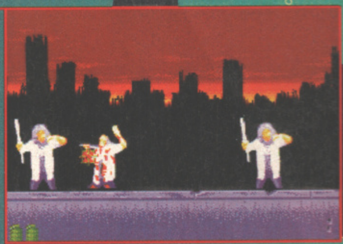
Slide the squares around to make a continuous pipe which'll get the ball from the start to the finish before the timer runs out. Hours of puzzle-cracking, square-shuffling fun.
PD's answer to: *Pipemania.*
Commercial value: The budget of a Tim Pope video.

23 DOODY



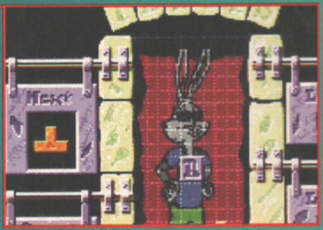
An admirable stab at reproducing *Mario Bros* on the Amiga. Fast and furious, Doody shows that spending £50 on a cart game just isn't very sensible, really.
PD's answer to: *Mario* (rather than the two-fingered salute he normally gets).
Commercial value: Well, Nintendo are getting away with charging about £50 a cart.

22 ZOMBIES



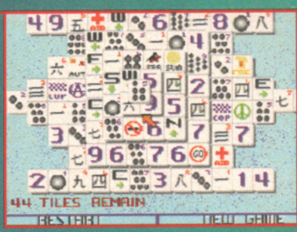
A blast-'em-up so mindless you wonder whether the title refers to the characters on screen or the person playing it. But it's still great fun with some superb graphics. And it's also morally sound – your victims are already dead.
PD's answer to: *Lethal Enforcers.*
Commercial value: 20 bottles of runny tomato ketchup.

21 TETRIS PRO



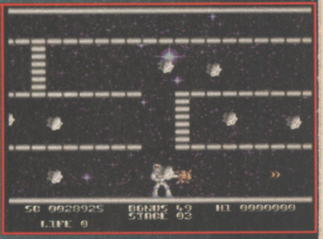
There are more *Tetris* clones in the public domain than pints of blood in Reservoir Dogs, and most of them are dire. But this one's excellent, and not just because it includes a picture of Bugs Bunny.
PD's answer to: Guess.
Commercial value: A week's supply of Fisherman's Friends.

20 SHANGHAI '93



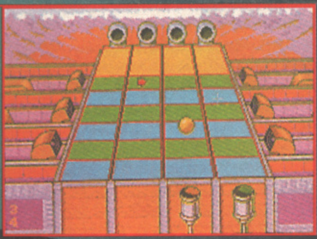
It's that oriental patience game that's more infuriating than opening a milk carton. The basic game's a classic, and this version deserves a Top 25 placing purely because the presentation is so polished.
PD's answer to: *Shanghai.*
Commercial value: Two number 23s and a 37 with sweet and sour sauce and a bag of chips.

19 OBLITERATION



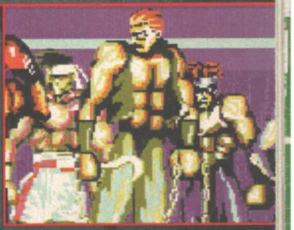
When PD isn't producing cut-price versions of classic games, it's combining two classic games to create hybrids. And occasionally these mongrels develop a pedigree of their own. *Obliteration* crosses *Pang* with *Turrican* to engrossing effect.
PD's answer to: *Turrican* meets *Pang.*
Commercial value: The bit of your TV licence that doesn't get spent on sports coverage or Terry Wogan.

18 HYPNOTIC



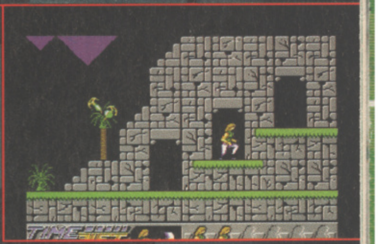
Coloured blocks roll down five conveyor belts towards you then fall off the end. You have to catch them and then drop them into a grid to make lines of blocks of the same colour and… Hang on – this sounds familiar…
PD's answer to: *Klax.*
Commercial value: £7.99.

17 MADFIGHTERS 1200



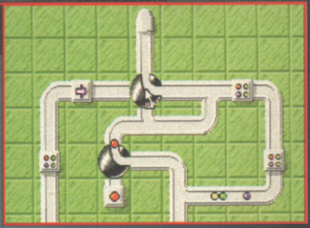
You don't get many PD beat-'em-ups (you can't do 'em in *SEUCK*, y'see) which makes *Madfighters* even more impressive. It's excellent, with 12 characters from which to choose (in the registered shareware version, anyway), special moves, superb graphics, great animation and better-than-average controls.
PD's answer to: *Street Fighter 2.*
Commercial value: Only slightly less than the real *SF2.*

16 TIME RIFT



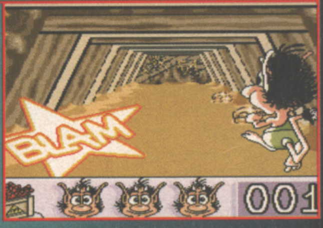
The main sprite looks like Jon Bon Jovi, but don't let that put you off. He trudges his way around, collecting power-ups, avoiding nasties and looking for something or other that'll get him onto the next level. Basic enough gameplay but the graphics, animation and sheer size are impressive.
PD's answer to: *Prince Of Persia.*
Commercial value: What I would pay to... No. Forget that. Winona would never agree.

15 TOOBZ



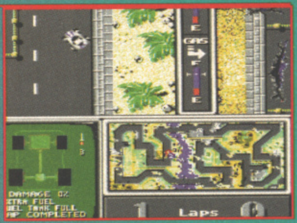
Or, how to get from A to B via a tour of the whole alphabet, while someone keeps changing the goalposts. (Mixed metaphors – dontcha just love 'em?). The marbles keep on rolling, but you have to point them in the right direction.
PD's answer to: *Locomotive.* (Honest, guv.)
Commercial value: A year's interest on shares in British Telecom.

14 SKAERMTROLDEN



This little fellow should be familiar to anyone who's up early enough on a Saturday morning. He runs around a mine at top speed looking for the way out while trying not be killed. Great fun, and looks stunning.
PD's answer to: Indigestion.
Commercial value: Dunno. I wonder what What's Up Doc paid...

13 HIGH OCTANE

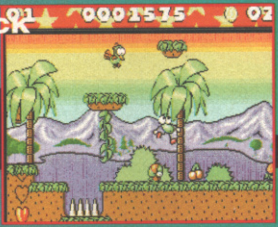


The recently-released souped-up version of this game offers some of the fastest overhead-view racing action you'll see anywhere. It's you versus the computer in an SF-tinged race to the death.

PD's answer to: The moral questions posed by MPs sleeping with their secretaries.

Commercial value: A Triumph Stag hub cap.

12 MORTON STRIKES BACK

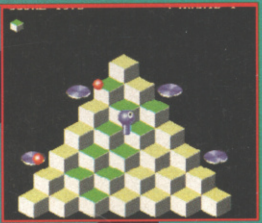


Hey, a cute platformer. It's got obstacles and enemies and platforms and everything. Pretty basic but ingeniously designed and very addictive. Oh yeah, and very, very big. And the penguin level is so cute it could win an Oscar for cuteness.

PD's answer to: Any cute platformer – just take your pick.

Commercial value: About £8.26. I think.

11 Q-BIC

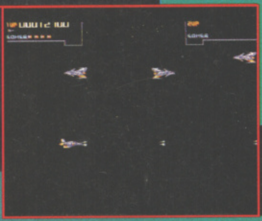


Okay, I'm biased. I loved the original 8-bit game, *Q-Bert*, on which this is based. But this version lives up to the nostalgia. Bounce around pyramids suspended in space, changing the colour of the tiles as you go. As always, though, there are some aliens with attitude problems out to get you.

PD's answer to: *Q-Bert.*

Commercial value: Burt Reynolds' autograph.

10 CYBERNETIX

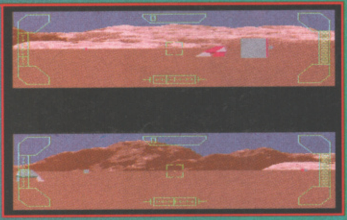


Purists will harp on about *Asteroids'* wireframe space debris, and *Defender*'s four-pixel ships, and how gameplay is more important than graphics. But why not have both? What's wrong with having asteroids that look like dog biscuits? *Cybernetix* does it, and ends up a storming little game.

PD's answer to: *Defender* meets *Asteroids.*

Commercial value: Yes.

9 DUEL

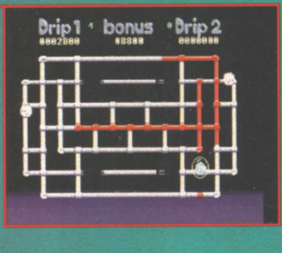


Two players. Two tanks. Lots of weapons. Lots of levels. Lots of fun.

PD's (non-violent) answer to: Any family dispute.

Commercial value: Two things that'd cost twice as much as they would if they were sold singly.

8 DRIP

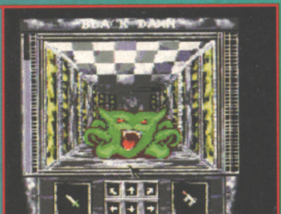


We're back to that old colour-changing malarkey again. This time you've got to repaint all the pipes on every screen. Apart from the prerequisite nasties, there are some handy bubbles that provide instant transport.

PD's answer to: *Painter* (which was a bit like *Pacman,* actually).

Commercial value: A bottle of Southern Comfort.

7 BLACK DAWN

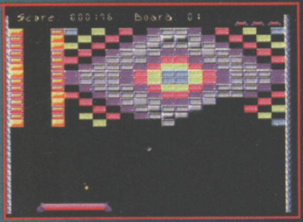


In space, no-one can hear you go: "Damn, wrong turning again." A sort of role-playing game in which you try to survive a trip through a monster-infested maze-like spaceship. You play from the point of view of the protagonist, and pick up weapons and treasure along the way. Atmospheric and addictive.

PD's answer to: *HeroQuest* (nearly).

Commercial value: A bottle of whisky.

6 MEGABALL

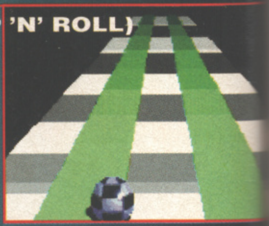


Look, I know there are some people who loathe this game, but I love it. And so will you if you like *Breakout* with extra bits. Ingeniously designed screens, smooth action and some curious power-ups. A superb time waster.

PD's answer to: *Arkanoid*

Commercial value: A bottle of whisky and some lemonade.

5 TRAILBLAZER (AKA JUMP 'N' ROLL)

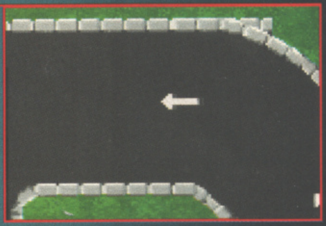


A ball bounces along a road suspended in space that's got the craziest paving you've ever seen. Different coloured tiles do different things to the ball, like slowing it down, speeding it up, making it bounce or reversing your controls. Watch out for the holes.

PD's answer to: *Trailblazer.*

Commercial viability: A bottle of whisky, some lemonade and a bag of kettle chips.

4 ROAD TO HELL

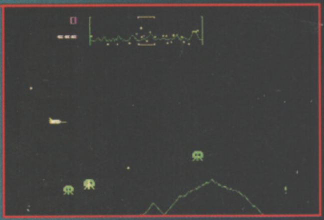


An overhead-view racing game that pits you against the computer. There's an impressive range of tracks and difficulty levels, missiles, smoke screens and a variety of tournaments.

PD's answer to: *Super Sprint.*

Commercial value: What you'd pay not to have to listen to a Chris Rea album.

3 DEFENDER

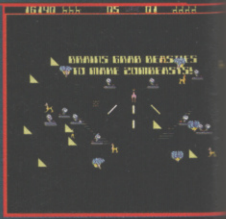


A carbon-copy of the classic *Defender.* That just about says it all, really. Less is more, as they say.

PD's answer to: *Defender,* basically. (Though not so much an answer as an affirmation.)

Commercial value: The Star Wars trilogy on video (widescreen versions).

2 LLAMATRON

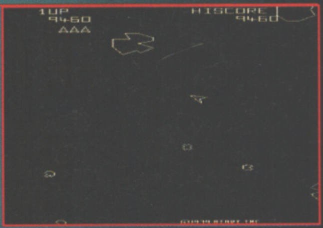


Seriously weird fare from the seriously weird Jeff Minter (but you knew that). This C64-originated shoot-'em-up stars a *Llamatron* with a supporting cast of Coke cans. The action never lets up, the graphics are simple but incredibly effective and the power-ups are begging to be picked up. Epic stuff.

PD's answer to: The question, "Why can't PD programmers ever come up with anything original?"

Commercial value: Marc Bolan's oil lamp at auction.

1 ASTEROIDS



A carbon copy of what I said for *Defender,* but with *'Defender'* Tippexed out and *'Asteroids'* written in biro over the top.

PD's answer to: The meaning of life, the universe and everything. Probably.

Commercial value: It's worth buying an Amiga for, basically. In fact, play it on our Coverdisk and find out for yourself.

EXCUSES, EXCUSES

WHY NO CONTACT ADDRESSES? WELL, IT SEEMED A BIT UNFAIR REALLY. A LOT OF THESE GAMES WILL BE AVAILABLE FROM LOADS OF DIFFERENT PD LIBRARIES, SO I DON'T WANT TO LOOK BIASED BY NAMING JUST A FEW OF THEM. BUT TRACKING THEM DOWN SHOULDN'T BE HARD – JUST CHECK OUT THE ADS IN THIS ISSUE FOR PD LIBRARIES AND RING UP ANY THAT TAKE YOUR FANCY. THEY WON'T BITE.

DO THE write thing

AMIGA POWER has moved... to a brand new, enormous office with lots of lovely fresh air and sunshine, and that's not a material innacuracy. Don't worry though, we're still getting all your letters delivered as usual. And what a vital part of the morning routine they are. A cup of coffee, a bag of letters and a quick nap. Bliss.

● Address your letters to: AMIGA POWER,
30 Monmouth Street, Bath, Avon BA1 2BW

'TYPICAL MORON, I GATHERED'

Dear AP,

What you are about to read may come as a shock to you, but I can assure you that it is true. Having sold my A600 to a typical moron, I gathered together my bundles of cash and set off to my local computer shop to snap up a new CD32.

On my way there, I bumped into an old friend who I hadn't seen for years. He told me that he was now living in England, was here in Gibraltar on holiday and get this – that he's working for Commodore as a hardware developer. He told me the following:

Commodore have just finished their latest hush-hush project - the seventh Amiga home computer. The machine is a 64-bit CD based computer, with two floppy disk drives and a hard disk, and is set to compete against Atari's 64-bit Jaguar. The machine will be released next December or thereabouts, and the current estimate cost is £700.

So there you go, only a couple of months after the release of the CD32, Commodore have gone and done it again! The CD32 is starting to take off, and Commodore have decided to alienate all the owners all over again.

Yours suicidally, Jonathan Sacramento, Gibraltar

True or not? See what we think on the news pages.

'THANK MYSELF FOR BEING'

Dear AP,

I have a story to tell. It is the story of a young man who, about a year ago, decided to start entering compos as he'd never won anything before. He entered many competitions and waited for days, hoping for a reply. Days turned into weeks, weeks into months without success, until a month ago, when he recieved a copy of *Micro Machines* courtesy of AMIGA POWER. He was well chuffed. Then, just today, a Cannon Fodder t-shirt was delivered to his house, along with news of a forthcoming copy of the game. Oh, and Cam's autograph too! Wow.

That young man was of course me. I love you all, and would like to thank everyone at AP for understanding my sense of humour. Most of all though, I would like to thank myself for being so darn funny.

Yours, yelping with excitement, Adam Leachman, Lincoln

'TO MY SURPRISE, IT WAS EXCELLENT'

Dear AMIGA POWER,

Just a note to say keep up the good work. I don't actually own an Amiga, but stumbled upon your mag in a newsagents and decided to buy it. To my surprise, it was excellent reading and made me want to save up and buy such a great computer as the Amiga. I've now got three issues and am saving up more and more money each month.

Angus Doyle, East Kilbride

'RE-LIVE THE MIND-NUMBING TEDIUM'

Dear AP,

I've noticed from the various sheets of paper that have dropped through my letterbox over the last few months that your company has started publishing its own books. In other words, as well as shelling out £3.95 for this organ every month, we're now encouraged to pay another 20 quid for fascinating titles like 'Pocket Workbench and AmigaDos Reference'. Quite frankly, why anyone would would want to pay for a load of tedious guff about teccy things is beyond me, but if you must publish such things, how about these:

– The AMIGA POWER 'Do The Write Thing' anthology. All the best letters, moans and diatribes contributed by us, your readers, featuring such greats as Stuart N Hardy, Ian Ritch, Chris Denton and Llars Erik Johnsrød. Re-live the mind-numbing tedium of Stuart N's letters! Marvel at the alarming quantity of Ian Ritch's missives! Cackle at the obvious insanity of Lars Erik, Chris Denton, Mark Bobowicz and numerous others! And so on. 324 pages, £24.99.

– The AMIGA POWER Book of Hatchet Jobs, featuring the greatest, vitriolic, satirical and downright nasty reviews of duff games. From *International Rugby Challenge*, to *Geisha* to *Quest for Glory 2 to Secret of the Silver Blades* – they're all here! Contains special 80 page appendix detailing the lawsuits which followed each issue.

– Stuart Campbell: The Man and the Myth. The inside story on the Caledonian sex god's dramatic rise from humble staff writer to, er, humble deputy editor of Britain's best Amiga games mag. Does the most feared reviewer in the world have a kinder, more compassionate side to his nature? *(No. – Ed)* Will he ever find a game to beat *Asteroids*? It's all here in this lavish tribute to the most popular magazine writer in the country. *(Of Albania. – Ed)* With a foreword by Bridget Hirst.

– Get the Most out of your Amoeba 1994. All the information amoeba owners need for the coming year, with detailed illustrations and diagrams. Covers all aquatic protozoas.

Okay, I'm kind of running out of ideas here, but you get the idea. Pass this on to whoever runs your book department and let's get the whole thing livened up a bit. There's more to Amiga mags than Amigas, after all.

Yours sincerely, Albatross, Norwich

'DOWN IN HISTORY IS YOU' AMIGA POWER

Huh, so you think your funny do you. Saying that about my letter that I sent you. Well explain this, you and that sarcastic git Dave Hutchings. Why have they now got a keyboard, diskdrive and PRINTER!! option available for the CD32 now.

But your probably saying "But you didn't say anything about using the CD32 for word processing. The way you said it we thought you ment for games."

I thought you would have had the common sense to think that I was going to use the printer for word processing, NOT for playing games. What are you, stupid or something.

As for you Dave Hutchings, the only thing going to go down in history is you.

yours got you back, Angus Macpherson

Does anyone know what on Earth this cheesebrained no-hoper is on about? If so, please write to Elementary Grammar – Who Needs It?, AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW. Best explanation wins a free game.

GOOD A1200 GAME WINNER winner

'I'D LIKE TO SEE ONE OF THOSE PUFFY'

Dear AMIGA POWER,

Are Commodore taking the piss? I've been a Commodore customer for ten years now, and have bought a C64, C128, A500, 1500 and now an A1200, the Desktop Dynamite pack to be exact. It is the games that have been included in the pack that I'm complaining about. *Oscar* is a graphically good game but the gameplay and control make it virtually unplayable, and *Dennis* is even worse. It's boring, repetitive and slows down terribly when more than one of the baddies are on the screen. If I was a first time buyer and tried out this game on the 1200, I wouldn't have bought it. No wonder Ocean are giving the game away in the package, because no one in their right mind would buy it.

Secondly, did anyone see Red Dwarf on 04/02/94, it shows that Commodore computers are made to last. In the scene where the ship's computer and wanted books removed from its memory so it could read them again, Lister was using an old style C64, still working three million years in the future. I'd like to see one of those puffy consoles do that, or as Commodore say "To be this good will take Sega ages."

Onomatopoeic Choo-choo

DO THE write thing

'I ALMOST LOST MY HEAD AND BODY'

Dear AP,
For Christmas I got this really brill game called *International Rugby Challenge. IRC* is my only game and it's seriously cooler than any Vic-20 games which I used to play. *IRC*'s screen scrolling is so fast that I almost lost my head and body.

But recently, I bought AP26 in a car boot sale, which prints that *IRC* got just 2% out of 100%!!! Just to be on the safe side, was this a funny? I think so because you make so many funnies. Stuart Campbell is the most funny man. Are there any data disks coming out for *IRC*?
Yours truly, Nattescheet Teheetepel, Holland

Is this a joke? It was written very badly in pencil, so it could be a joke. We think it's a joke. Well, we hope it's a joke.

'PULLING A DARING BANK'

Dear AP,
Hello, Ja? I've decided to write a letter, but blow me, I just don't know what to talk about. So I'll do what you do when those old writing juices just refuse to flow – do a load of total gibberish. here goes...

I was cruising down the M1 on my way home to write to you, when a policeman pulled me over. This was some feat since I was doing nearly seventy and he was on a bicycle. The bobby ambled up to my car and tapped on the passenger window.
Policeman: What do you think you're doing son?
I pointed out I wasn't his offspring then continued.
Me: You've got me constable, I admit it, I'm guilty. I'm just making my getaway after pulling a daring bank job in Little Trottam, in which I shot three innocent bystanders and escaped with nearly a quarter of a million pounds in crisp 50 pound notes. On the way here I also ran over three old women, a postman, a butcher, a baker, a candlestick maker and two dogs. (Pause for effect) Take me away officer.
Policeman: Would you accompany me to the station, sir?
Me: I was only joking.
Policeman: I know sir, but you're towing a pink elephant without a licence – a hanging offense, I'm afraid.
Me: Damn.
From Erik Johnsrød, Norway (Nr. Watford)

Come back, Angus McPherson, all is forgiven. Only joking. If you know any good policeman sketches please send them to LARS ERIK.

'PAGE OUT, BUT YUCK!'

Dear dear dear,
AP35 – Page 82 – Points of View. Aarghh! What is all this then? Hmm? Now you may think me cruel and heartless, but that page offends my eyes. I apologize most humbly to whoever laid that page out, but yuck!

Don't get me wrong, every art person has their own style, and this colours the impact and impression given by the magazine as much as, if not more than the cover. I'm not trying to stifle creativity, but do remember... WE FEAR CHANGE.
Yours pickily, Dominic Conneally, Metallica Maniac, London

'Metallica Maniac' – tautology or oxymoron? You decide.

'I DISAGREE WITH STUART'

Dear AP,
Well, lucky me! I've just treated myself to a CD32, but am I here to gloat? No I'm bloody not! It's a good job I didn't buy the machine for the games package, and it's a good job I didn't pawn my A500 and games for this. What a pile of crappy silver disks.

Oscar's a very poor platformer, and *Dangerous Streets* is... well, Stuart said it all in AP35. *Diggers* – is this really what the machine and programmers are capable of? Boring gameplay, dreadful graphics , C minus, shoddy work, must try harder. The best of the bunch is *Wing Commander* (tips please!) and this time I disagree with Stuart. I'd never thought I'd say this, but I think the joypad control on this game's very well designed.

And while we're on the subject of joypads... I thought I'd get my fave game (and yours) on this lovely CD format. *Sensible Soccer!* Just think what could have been done – better crowd sounds, referee, linesmen, physio, every league team, etc, etc, but what do we get instead? Bloody awful sound, hardly any crowd noise apart from "Ohh, ohh" when you hit the post, tepid colours and no extras at all. In fact you get less, as there's no slo-mo replay, and worse of all, you have to use that bloody awful joypad! Sure, I love having no control and bleeding thumbs, but if you use a joystick, half way through the game, the ball goes out of play and the bench appears. And will the bench disappear? No it bloody won't. To be fair, I called up Renegade and they told me they're sorting this bug out, so perhaps they could do something with the rest of the game as well. What a waste of memory! What a waste of money!

Perhaps I should have waited a while instead of rushing out and getting the machine as soon as I could afford it, but someone's got to get the ball rolling for Commodore. Big things are expected from this great piece of hardware, but it's not a very promising start, is it?
Yours looking optimistically to the future ('cos the present's a little crap), Allan Hislop, Chester

Mm, it is a bit of a nob version of the greatest game of all time, isn't it? But to be fair to the CD32 joypad, we've only just noticed the little round rubber thing that comes in the CD32 box that you stick on top of the pad, and which makes it much softer and much less painful on the old thumbs. A Bug's still the only way to play Sensible Soccer, though.

'DISPLAY THAT EXCLUSIVITY WITH PRIDE'

Dear Mr Campbell,
You must be very proud, being a Campbell.
It's a surname with intriguing origins, a colourful past and has been carried by some very interesting characters over the generations.
Being part of that unique heritage must make you feel rather special. And very privileged.
Almost like a member of one of the most exclusive clubs in the world, you might say...
And you would be right, of course.
because that's exactly the status you enjoy – membership of a select group, all members of which share the name 'Campbell.'
Wouldn't it be nice, therefore, to be able to display that exclusivity and heritage with pride wherever you go?
Well, I'm delighted to tell you – you can! Beneficial Bank is a leading issuer of specialist cards in the UK and already provides individual Affinity credit cards for groups such as members of the British Medical Association, the Royal Collage of Nurses and the British Sub Aqua Club. Now they have created a special Visa card for you.
It's called the Campbell Visa Card. The Bank has commissioned a unique design to carry the Campbell name on this most exclusive card, providing you with a superb range of benefits. A unique offer, I'm sure you'll agree. Apply NOW to take advantage of this very special opportunity.
Yours sincerely, Patrick Hanks MA (Oxon)

This letter came with an application form for a special 'People Called Campbell Only' credit card. On the form was a space where you had to enter your surname. Tsk, eh?

'HAVE IT OUT WITH TRAITOR RAMSHAW'

Dear AMIGA POWER,
Please, please, please answer this question, for I am desperate for the truth. Someone in your industry is telling porkies, and I'd like to know who. In your magazine, you said that the CD32 was vastly outselling both the CDi and the Mega CD. Naturally enough I was ready to believe my favourite mag. Yet when I was reading one of your sister mags, Sega Power, I happened to notice that in the letters page Mark Ramshaw claimed that the Mega CD was doing miles better than the CD32. I wold have dismissed this allegation immediately had Sega Power not come from your own stable. Please tell me the truth, I'm pretty sure you are, so therefore would you kindly have it out with traitor Ramshaw.
Yours desperate for the truthly, Adam Henry, Essex.

We rang Mark up at Sega Power to get him to explain this ludicrous untruth (the CD32 has already overtaken the Mega CD in terms of machines sold, and has a greater share of the software market as well), but he'd gone on holiday for a week. "It's more important to me than being the editor of a computer games magazine", he'd probably have said.

'MENDING DEVICE AT THE JUDGES'

Dear AMIGA POWER,
It's your fault Torville and Dean didn't win the ice dance. Shortly before they went onto the ice, they read AP34. This created a Mind Trauma, which was telepathically transmitted to the judges, who had a Blank Phase when they wrote down the marks. The Mind Trauma was further influenced by Linda Barker! While she was (allegedly) away from work, she slipped off to

CANNON FODDER T-SHIRT winner

'I TOOK AN INTEREST IN SPEAR FISHING'

Dear AP
I've got three choices of topics to write about:
a. A personal, one sided, abusive and inflammatory view of the world.
b. Something different, or
c. Any old crap with loads of spelling and grammar mistakes.

Option c's out of the question as I'm not prepared to mar the pages of your mag with unsightly prose, a's unfeasible, so it seems that b would be a logical choice.

So, I'm an A-level student, I'm half Portuguese and after having lived in Portugal for the last five years, I took an interest in spear fishing. It's an extremely exhilarating, fun but sadly tiring sport, so why don't games companies create a sim which gives you the buzz of sticking a six-foot metal pole through a fish, but that doesn't make you tired? It would sell like bloody hot-cakes, I can guarantee.

Talking of spearfishing and games, this brings me onto this. I absolutely loved the demo of Cannon Fodder in issue 31, and liked the Brutal Sports Football and T2 demos. "But what has this got to do with spear fishing?" I hear you cry. Well, think what all these games have in common. Yes, gore, since spearfishing's gory too. Take for example, an octopus. To kill it's simple: Stick two fingers inside its hood and pull it inside out. Simple.
Yours, Ben Lee, Ingham

Eurgh. What's wrong with Ludo for a pastime?

DO THE write thing

Lillehammer, killed the Russian judge and took over. Only Dave Golder, appearing from his filing cabinet (that's bigger on the inside) behind the judging panel saved Torville and Dean from their new fate. He fired a Mind Mending Device at the judges, which partially mended their minds.

This information came from Torville, Dean and Golder.

Yours sincerely Nicholas Leslie Brian Reginald Wilson, Ulverston

Blimey, is it that time already? Bye, everyone.

'I HAVE MANY FRIENDS LIKE KENNY JOSLING'

Dear AMIGA POWER,

I have many friends like Kenny Josling and Gav Howlet, but the thing that makes your mag special in my small eyes is that I regard you (the AP team) to be my friends. Reading your reviews makes me feel like you are talking to me and it cheers me up when I am down in the dumps. Other mags seem to be run by cold robots! But the best thing I like is that AP expresses its views. Other mags give crap games about 40%, but you give the same game 3% and that's what I love. I love to laugh at the weak games. Sorry, it's time for my medication.

Yours lovingly Christopher Mac Holland, Halifax

We're all going to cry.

'DUE TO MY AMAZEMENT, I COLLAPSED'

Dear AMIGA POWER,

I lay claim to buying the most expensive issue of AP (so far):

Picture this: a miserable day in February. I walk into my newsagents to buy a Bounty and a Star Bar and see a very tasteful edition of AMIGA POWER, March issue. No surely not, it's only two days late, it can't be. Anyway, due to my amazement, I collapsed on the spot, taking with me a rack of greetings cards, shelves of magazines and a potted plant which subsequently smashed the drinks refrigerator. Total cost entailed so far – an astonishing £356.86, plus the obligatory £3.50 for the quite literally smashing March '94 issue of everyone's favourite Amiga games magazine.

But it's not over yet. I'd bet several of my friends large quantities of money that said magazine (that's you) would be absent from the newsagents' shelves of Worthing until at least the beginning of March. So now we're speaking in terms of more than £400 which, even for your great magazine, is pushing it a bit.

And to top it all, I've got to go out and spend another £10 on purchasing the truly magnificent game *Statix*, all because of you and your bloody efficient nature.

Yours sore headingly,
Richard Downs, Worthing

Is this the most expensive AMIGA POWER ever? If you think you know differently, then drop us a line to 'No, Mine Cost Even More Than That, Actually', AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW. There's a free game for the best one, by way of compensation, and because of our generous natures.

'ONCE FEATURED SLIGHTLY IN ISSUE 15'

Dear AP,

While we're on the subject of 'The Golden Age of Matt Bielby' in those early years of AP, I was reading through some past issues of that 'age' while waiting for the next copy of your magazine to come out (whenever that maybe). While browsing through them, reading old reviews and such, I could see a massive difference in the mag compared now. I reckon that the change in the mag has unfortunately been for the worse. Why though, you're asking. Well, I'll tell you now. AP seems to have somehow lost that 'attitude' that the magazine had which made it a success and made it different from other Amiga mag's. AP's still an excellent read and is nearly always hilariously funny.

Yours – yes-I-know-this-letter's-dumply, Johnathon Crook (age 15)

AND ANOTHER THING...

Sega Zone Issue 17: Doesn't that cover look just a leetle beet like AP31? Eh?
Dominic Conneally, Master of Puppets, London

I would like to say that the Norwegian guy who wrote in is a total git. Not only does he insult the professionalism of the AP reviewers, but he also insults the Welsh.
Thomas Cass, Cardiff.

You said that none of the jokes in *Simon the Sorcerer* were very funny. Doesn't Jonathan Davies have a sense of humour? Okay, the game has a few bugs, okay, the story line isn't very gripping, okay, he wears a silly costume, but that's meant to be a joke, are you thick or what?
Yours 'you're crap reviewers-ly' Tom Jenkins, London

After much research and spying, it's been discovered that the evil pair, Mr Stuart Campbell and Mr Mark Cameron Winstanley (any relation to that Bolton player who scored an own goal for Liverpool in the FA Cup last year?) are the leaders of a group that's plotting to take over all of Future Publishing, and then the world.
Here's hoping, Graeme, Ayrshire

COMPETITION WINNERS

ABSOLUTELY NOTHING – SAY IT AGAIN

In AP32 we asked you to answer the question that even the most gentle-natured amongst us must ask every once in a while – Who would you most like to go to war with? As usual, only the most imaginative and humorous types were rewarded with *Cannon Fodder* T-shirts and copies of the game itself.

David Rudd, Colchester

Oliver Slater, Oldbury

Cpl Paul Murphy, 1 AAC Regt

Richard Moon, Peterborough

Mr A Covell, Liverpool

P Murray, Stockton On Tees

Joel Desborough, High Wycombe

Michael Scott, Preston

Paul East, Bridgend

Stuart Filby, Liverpool

Alex Ross, Ipswich

Philip Harvey, Pinner

C Jenkinson, Lincoln

S Hollands, Eltham

Herbert Sherbert, Bromley

Colin, Prestwick

Nathan Dash, Taunton

Kevin Edwards, Cullompton

Adam Leachman, Lincoln

Jason Clauson, Romford

Adam Noble, Hove

David Tutin, Marlow

T Huntington, Leyburn

Steven Bosanko, Solihull

Rob Forsdyke, Bromley

I MADE IT THROUGH THE WILDERNESS...

Christmas saw Virgin offering all manner of lovely clothing and merchandise, and all you had to do was answer three simple questions. The answers to the first two were 'Virgin' but pretty much each and every one of you fell for the final trick question. Madonna's 1989 album was 'Like a Prayer' not 'Like a Virgin' (which came out in 1985, in fact) and we managed to catch out a good 90% of you. But not these people.

Kate Randall, Wantage

Michael Jones, Birmingham

Joe Niland, Wivenhoe

Mike Barnes, Reading

Sue Perkins, Purley

Cathy Marriot, London

Danny O'Brian, Clapham

Ed Smith, Leicester

Deepak Thuse, Sutton Coldfield

Michael Grant, Crickhowell

Richard Bracewell, Aylesbury

LASER QUEST

Run around, get sweaty and shoot at your friends with laser guns – that sure sounds like a good time to us. Oddly enough, even though the questions were ridiculously easy, some people thought they must be trick questions and tried all manner of silly replies. This time however, they lost.

WINNER – An hour's Laser Quest for 20 people: Dylan Billows from Widnes will soon be crashing round his local Laser Quest with 19 of his mates. These runners up will each be receiving a pair of Laser Quest passes:

Joe Senior Wootton Bassett

Kevin Gentry, Thundersley

Bobby Gilbertson, Leeds

Owen Smith, Wadhurst

Alex Myers, Wantage

Lobotomy Hide, St Leonards-On-Sea

Zafar Sattar, Leicester

Jeff Allan, Edinburgh

Liam Herringshaw, Leicester

And even these third place winners get a bit of a top prize in the form of groovy Laser Quest T-shirts and baseball caps.

Michael Merriman Longmiddry

Andrew Hamilton Grangetown

Lee Andrew Sleaford

Graham Fereday Reading

Ian Loh Chorleywood

COMPETITION WINNERS

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THE BOTTOM LINE

Welcome back to the Bottom Line where we give you a complete round-up of the last year's games. The ones we've highlighted in red are the ones you should go out and buy and the ones in blue were reviewed last issue. Simple.

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO CW – Cam Winstanley ● DG – Dave Golder ● GP – Gary Penn ● JD – Jonathan Davies ● JN– Jonathon Nash LB – Linda Barker ● MR – Mark Ramshaw ● MS – Matthew Squires ● RL – Richard Longhurst ● RP – Rich Pelley ● SC – Stuart Campbell ● SF – Steve Faragher ● SM – Steve McGill ● TN – Tim Norris ● TT – Tim Tucker

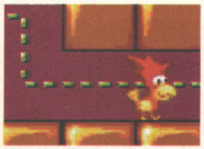
1869
Flair Software £29.99

AP27 79% DG
Powerfully complex high seas trading sim set in, you've guessed it, 1869. Easy to get into, generally fantastic for strategy fans and history-of-shipping enthusiasts, but otherwise just a little bit dull from a visual action point of view. ★★★

ABANDONED PLACES 2
ICE £34.99

AP27 58% TN
Follow-up to (surprise, surprise) *Abandoned Places 1*, this is fairly standard RPG fare. It's big, it's easy to control and it looks great, but in the end, you'll find that the disk-swapping and copy-protection-code-demanding really get in the way of your fantasy enjoyment. Competent, but hardly outstanding. ★★

ALFRED CHICKEN
MIndscape £25.99



AP31 70% JD
One of the top characters from the Nintendo Game Boy survives the transition by becoming one of the Amiga's cutest characters. He clucks, he struts, he dives headfirst into the ground, but apart from these amusing poultry manoeuvres, Alfred's stuck firmly in predictable platform land, where bad guys hate it if you jump on their heads, and spiky balls twirl around on the end of long chains. Fun? Well yes, but in a fairly traditional sort of way.
★★★

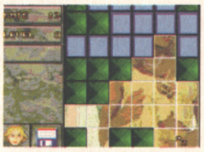
ALIEN BREED 2
Team 17 £29.99

AP32 81% CW
It's *Alien Breed 1* only bigger, better and much, much harder. From an overhead viewpoint you guide your character around a maze of futuristic buildings collecting instruments of death and destruction and using them on the aliens. Loud noises and lots of splatter and gore add to the fundamental enjoyment of proving your superiority to these alien scum. Eat Plasma death, bug eyes. It says here.
★★★

'ALLO 'ALLO CARTOON FUN
Alternative £24.99

AP33 37% CW
Farcical french fun with all your favourites from the eponymous television show. Sadly the game is rather bland and dull with about as much humour as something that hasn't got very much humour at all. It's a platformer with naff gameplay, slow scrolling, over long disk accessing and no new ideas.
★

BACK SIDES
Emotional Pictures £25.99

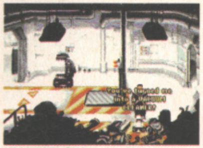


AP27 20% JD
The ancient game of Othello has mesmerised mankind for centuries. And now (at last), it's been brought bang up-to-date – in this new version, the more tiles you flip, the more you get to see of 'attractive' young ladies in various states of undress. Now, you might expect this to be poorly programmed, badly playtested, tacky old rubbish – and you'd be right. It's also pretty good at playing Othello, though. Damn.
★

BATMAN RETURNS
Gametek £14.99

AP36 15% SC
Mind-alteringly unpleasant beat-'em-up with appalling control and shoddy graphics. Harder than *Project-X,* but without the saving grace of being nice to look at, you'll never see level three.
★

BENEATH A STEEL SKY
Virgin £34.99

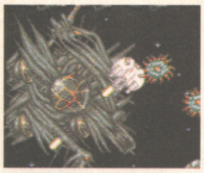


AP33 86% CW
This massive point and click adventure comes with a couple of features that are often lacking in this genre. The first is the amazing graphics, scanned from Dave Gibbons excellent artwork and the second is the tremendously good plot. Go ahead, immerse yourself.
★★★★★

BLADE OF DESTINY
US Gold £39.99

AP30 67% (A1200 75%) RP
It might look like another *Legends Of Valour*, but don't be fooled – this RPG is dull, badly-designed, a major pain to play without a hard drive, and stupidly, greedily, ridiculously expensive. Don't bother.
★★★

BLASTAR
Core £25.99



AP31 37% CW
Hailed by some as the future of video gaming, *Blastar's* an unfortunate mish-mash of tired game genres thrown haphazardly together with lots of gorgeous graphics. Flying around and shooting things was rarely so nice-looking yet completely tedious, and the whole experience is slightly less enjoyable than watching re-runs of the cult Australian '70s TV series Canoe Squad. ★

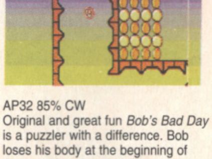
BLOB
Core Design £25.99

AP29 88% SC
Get this – you control a friendly blue blob who bounces up (out of the screen) and down (into the screen) onto little floaty platforms hanging in space. Off-beat? Definitely, and playing this puzzler's even more bizarre than reading about it. For a plain round thing, the blob's so cute it's practically illegal, and watching it plummet to its death is a sight that can reduce even grown men to tears.
★★★★★

THE BLUE AND THE GRAY
Impressions £34.99

AP36 66% SF
Everyday American Civil War wargame, notable only for a strange habit of always making one side much stronger than the other. Dull. ★★★

BOB'S BAD DAY
Psygnosis £29.99



AP32 85% CW
Original and great fun *Bob's Bad Day* is a puzzler with a difference. Bob loses his body at the beginning of the story (careless huh?) and his head has to go and find it. The game system involves spinning a maze around so that Bob's head rolls into the right areas. The sparse, nay, primitive graphics of *Bob's Bad Day* in no way detract from the novel and absorbing gameplay.
★★★★

BODY BLOWS GALACTIC
Team 17 £26.99

AP33 72% CW
Great graphics and loads of weird combatants do not really lift this game out of ordinariness. Weedy sound effects mean that you don't feel like you're hitting anything and, frankly, it's too slow. ★★★

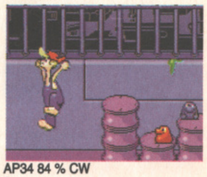
BODY BLOWS GALACTIC
ENHANCED 1200 VERSION
Team 17 £29.99

AP33 79% SM
Three quid extra for marginally nicer graphics. It runs faster but then you bought an A1200 so that it would, didn't you? Worth a look for the unfeasibly strange contestants.
★★★

BRUTAL SPORTS FOOTBALL
Millenium £25.99

AP32 88% SM
This excellent sports game is one of the variety that is viewed from the side with a pitch that is three or four screens wide. The scrolling is very smooth and the animations all extremely good. The object of the game is to score goals in a sort of Australian Rules Football set in a fantasy world. You have a choice of teams, including several intelligent animal ones. The twist comes in the quantity of violence, decapitation is a fairly common occurence. The control system is intuitive and extremely good, the choice of tactics almost unlimited.
★★★★

BUBBA 'N' STIX
Core £25.99



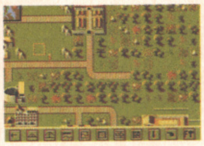
AP34 84 % CW
Redresses the shortage in the games market for inbred morons from the deep South of America. Bubba is our eponymous hero who has to get back to planet Earth. To help him, he has an intelligent stick, which has the same kind of functions as a Swiss army knife. Both have got to battle through five levels of increasing difficulty. Superb animation and nice little touches put it way above the average game of this sort.
★★★★

BURNING RUBBER
Ocean £25.99

AP30 79% SC
A curiously different driving game, concentrating more on a near-realistic rallying notion than outright high-octane driving thrills, and turning out all the better for it. It's technically a bit shabby, to be honest, but it's surprisingly good fun.
★★★★

CAESAR DELUXE
Impressions £29.99

AP30 68% RP
Sim City-esque strategy wargame type of affair, with more to do than the original (that's both the original *Caesar* and the original *Sim City*), but no particularly interesting ways to do any of it. Not bad, but it doesn't



transcend its setting for non-Roman Empire fans.
★★★

CAMPAIGN 2
Empire £24.99

AP34 51% CW
Looked forward to with enthusiastic anticipation, this game proved to be the biggest let down since the failure of Chamberlain to save the Sudetanland. Gets bogged down by overly pedantic battle map graphic details and battle information flashes. Not so much an exciting modern wargame as an unworkable mess.
★★

CANNON FODDER
Virgin £29.99
AP32 94% CW
The joint highest score we've ever given a full-price release. Tanks, helicopters, planes, grenades, guns, zoooom, bang, akka-akka-akka, you're dead, I'm not. Rush out and buy this smoothly scrolling death dealer and when you get home you can lead your platoon of grunts through all the horrors of modern warfare. Fine graphics and superb sounds will keep you gripped through all 72 levels of this massive charmer that combines elements of strategy, puzzle and arcade action. They say war will never be this much fun again, allegedly.
★★★★★

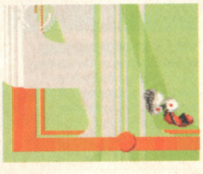
CHAOS ENGINE A1200
Mindscape £25.99

AP34 91%
A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zinglier' and better defined. If you've got the original A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for.
★★★★★

CIVILISATION A1200
Kompart £34.99

AP34 89% SF
The game that everyone knows about except your mum. Build cities with which to build armies with which to strike down and conquer your enemies. Failing that, embark on a space race and compete against fellow races in a rather boring utopian vision of the world. Whatever you choose, *Civilisation* is an absorbing game made all the more beautiful with the AGA upgrade.
★★★★★

COOL SPOT
Virgin £29.99



AP34 85% SC
Pretty standard platformer with the accent on 'pretty' and 'standard'. Not as good as either of the console versions, but who cares about that anyway? The main character makes the game. He's Cool, he's got no eyes and no matter what you try to make him do, he always does it in an inimitably cool fashion. Yes, it's a cool game.
★★★★

COSMIC SPACEHEAD
Codemasters £25.99
AP33 78% CW
A highly cute and rather amusing adventure for the younger members of the Amiga game playing family. *Cosmic Spacehead* is a fairly typical adventure game with simplified puzzles for the young. The sections are broken up with a platform game as Cosmic races around trying to convince the occupants of his own planet that the Earth exists.
★★★★

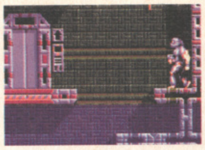
CYBERPUNKS
Core £25.99

AP32 70% SM
Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to this otherwise tedious game. ★★★

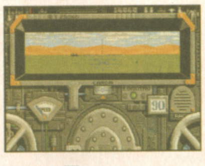
DANGEROUS STREETS
Flair £25.99

AP35 3% SC
The leading name game on the new CD32 pack, but it could single-handedly destroy any credibility that the machine may have built up. Stunningly poor gameplay, stunningly poor graphics and stunningly poor sound. Alternative recommendations for use of the CD that the game comes supplied on are; burning, scratching, hammering and breaking.
★

DEEP CORE
ICE £25.99
AP32 54% SM
Very ordinary *Gods* rip-off set in the future with an unfeasibly large central character. Three sections, nine levels in each and lots of small sub-levels make this an enormously tedious game.
★



D-DAY
US Gold £29.99



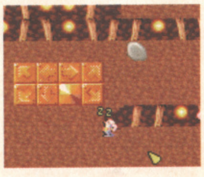
AP29 54% TT
The largest ever sea-borne invasion of history is boiled down into a series of vaguely amusing but pretty pointless sub-games. Land your paratroopers on target, bomb bridges in a 3D polygon flight sim section, attack farmhouses in an isometric combat section. And so on.
★★

DENNIS
Ocean £25.99
AP34 8% SC
Impeccably impressive platformer. It's just that the impression it makes is one of utter disbelief that Ocean could foist such drivel on an unsuspecting public. Unsaving graces are the poor graphics, poor collision detection, poor design and poorer than poverty stricken gameplay. One to make you look at Ocean with suspicious menace
★

DIGGERS CD32
Millennium £29.99

AP30 80% CW
Near-interesting strategy arcade effort (the first ever AP CD32 review, trivia fans), but almost entirely scuppered by a thoroughly horrible control system. It's massive, but you're not going to be able to suffer the controls long enough to see much of a percentage of it.
★★★

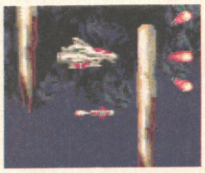
DIGGERS A1200
Millennium £34.99
AP31 72% TN



The CD32's first game makes it to the (relatively) humble A1200 without all the frills, and with a few modifications made following some constructive AP-type criticism. It's a game of alien worlds and mining, where you fight it out with a computer-controlled opponent in the tunnel networks that you create. It's complex and thought-provoking, but the odd pace of the game won't appeal to everyone, and the prospect of the game halting abruptly when your opponent finds enough gems is still infuriating. Compulsive or cack? You really need to see it first-hand to answer that one.
★★★

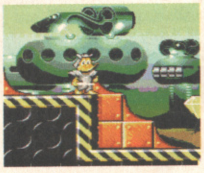
D/GENERATION (CD32 Version)
Mindscape £25.99
AP32 90% SC
Apart from the fact that it uses the joypad to good effect, there's no difference to the original version at all. It's still brilliant though.
★★★★★

DISPOSABLE HEROES
Gremlin £25.99



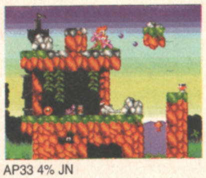
AP31 77% CW
The triumphant return of the horizontally scrolling shoot-'em-up? Well, sadly not, for although *D-Heroes* features some of the most splendidly awesome graphics ever seen, the chances are that most people are never going to see any of the video cameras, monsters and teeth that litter the levels. Why? Well it's all stupidly difficult, even on the easiest level, so you'd have to be some sort of gamesplaying messiah to prefer this over *R-Type 2*.
★★★

DONK
Supervision £26.99



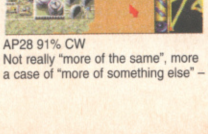
AP31 76% SM
Okay, so it's another platform game, but that's the bad news over with. *Donk* features not one, but quite literally a duo of Samurai ducks, who spin and run their way through massive levels for whatever reason platform characters do all that running and jumping about. As protection, he can don an egg shell, to get under low bits he can turn into a plain old rubber duck, and if you haven't got a friend, you can still play it as a bog-standard one-player platformer. And there are loads of crap bird-related jokes as well.
★★★

DOOFUS
Prestige £28



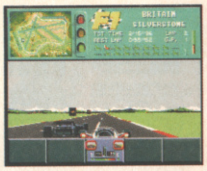
AP33 4% JN
Look, just don't bother alright. It got 4% and we don't do that lightly whatever people might think.
★

DUNE 2
Virgin £30.99



AP28 91% CW
Not really "more of the same", more a case of "more of something else" – the first *Dune* was a stonking desert planet strategy adventure, and this is a sort of *Sim-City*-meets-*Battle-Isle* wargame affair. And very hot it is too, with real-time combat action and a nice line in synthesised speech as you send your troops off to fight in the scorching spice-wastes. You build, you fight, you harvest, you explore and, er, you fight again. But then again, that's what galactic domination is all about.
★★★★★

F1
Domark £25.99



AP34 90% SM
Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. Without doubt the fastest racer on the market. Gameplay and handleability are not sacrificed despite the speed. If you're in the market for a racer, or you're other racers are looking tired, buy this. It quite literally blows away the competition.
★★★★★

F117A
Microprose £34.99

AP33 86% SM
Not a huge amount of difference here from other Microprose flight sims, most notably *F19*. The F117A is a stealth plane and there are a range of missions to choose from and you fly about shooting people and buildings and all that. Still it looks lovely, it's fun to play and you feel really good when you complete a mission.
★★★★

FANTASTIC DIZZY
Codemasters £25.99

AP33 80% SC
Dizzy's as eggy as ever in this huge puzzling platformer. Unfortunately there's very little here that's original, and the game seems a trifle thin for the money. Fortunately the atmosphere's good and you'll be kept interested for a long time.
★★★★

FATMAN
Black £25.99

AP34 A500 66% A1200 66% JD
Zany Hungarian platformer. Despite the humour, the game is blighted by the lack of inertia in the eponymous hero. Not very polished in the gameplay front and there's sure to be some tortured souls out there who'll take offense at the tastelessness of poking fun at fat people. We think that it's not quite a load of old tat, but it's definitely close.
★★★

FLASHBACK
US Gold £37.99

AP25 92% CW
Another *Another World*, only this time the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but *Flashback's* still a major milestone in Amiga gaming. Ooh yes. ★★★★★

FLY HARDER
Buzz £9.99
AP36 90% CW CD32 £14.99
72% SC
Great *Thrust* derivative that's included here despite being a budget game because (a) it's so good, and (b) it's an original CD32 game as well. Get it on floppy, though, because it's so ferociously hard that playing it with keyboard is your only chance.
★★★★★

FOOTBALL TACTICIAN
Talking Birds £22.95

AP29 61% SC
Very much a bog-standard football management game, with few reasons to buy this one rather than one of the numerous other ones. You do get versions for most nationalities of the globe, and can play Scotland, England or even Italy. So that's alright then.
★★★

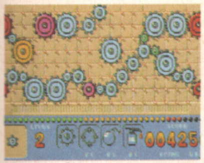
FRONTIER: ELITE 2
Gametek £34.99

AP32 A500 65% A1200 75% RL
Massive space adventure that is very much in the style of its predecessor but lacks the same totally addictive qualities. The graphics don't really cut it and the sound is fairly minimal. It is huge though and you get involved in the twisting story lines. All your actions have consequences and there are various factions such as the Empire and the Federation who have very long memories. Overall it's nowhere near as exciting as it should be. ★★★

FURY OF THE FURRIES
Mindscape £25.99
AP34 77% CW
Probably the dumbest name ever invented for a game. Despite that, the gameplay really makes this

platform cum adventure game a winner. Much like *The Lost Vikings*, the skills of the main character decide what can and can't be done. Unlike *Lost Vikings* with their individual skills, the character can switch between skills and use them to traverse various obstacles. Crazy bonkers French game.
★★★★

GEAR WORKS
Hollyware £19.99



AP30 60% SM
Awful-looking, but sneakily intriguing, puzzle game based on connecting up gears in what looks like the insides of a clock. It's not an instant hit, but persevere through the first few levels and you'll find a pretty absorbing little puzzler at a halfway-reasonable price. Nothing very exciting, admittedly, but good stuff for (ngh!) fans of puzzle games.
★★★

GENESIA
Mindscape £29.99

AP33 JD 73%
The god-sim bandwagon is beginning to creak and groan with the weight of all these new look-alikes coming out. *Genesia* looks like *Populous*, plays like *Settlers* and has elements of nearly all the others. A plot twist involves a quest for seven gems that you send your knights out on when you start to get bored with building your city, but apart from that it's highly unoriginal. ★★★

GLOBAL CONFLICT
Quantum Software £12.99 (startup kit)

INTELLIGENCE REPORT
MILITARY PURCHASE
TROOP DEPLOYMENT
TROOP MOVEMENT
AIR OFFENSIVE
GROUND OFFENSIVE

AP28 53% CW
Modern-day play-by-mail world domination game. To play, you get a map, a strategic update screen, and some reasonably effective sound effects to convey the combat sequences. But can the vagaries of the British postal system compete with the up-to-the-minute tactical thrills of modem link-ups? Our reviewer thought not. ★★

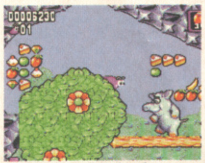
GLOBAL GLADIATORS
Virgin £30.99

AP28 84% TT
At last – a cute platform shoot-a-rama with a difference you'll enjoy. Excellent graphics, slick gameplay, lovely big levels, endearing characters – you name it, you "got it" (as I believe these modern fast-food outlets are saying nowadays). There's a few too many jumping-into-empty-space-and-hoping situations for entirely comfortable gameplay but, medical experts agree, it's still the ideal antidote to 'platform fatigue'.
★★★★

GLOBAL DOMINATION
Impressions £34.99

AP34 67% CW
The boardgame Risk is the inspiration for this computer strategy game that feels like a boardgame. Like Risk the aim of the game is to build up armies capable of invading and holding onto other peoples' countries. It diversifies from Risk with the addition of movement limitations and army building restrictions. Despite this, it doesn't quite hold the same appeal as the age old classic and at £34.95 is globally overpriced.
★★★

GLOBDULE
Psygnosis £29.99
AP33 82% DG
The amorphous sticky blob as cartoon style platform hero makes an encouraging return in this huge game. There are loads of levels, it's instantly playable and very addictive.



A thoroughly polished performance that lacks all originality. But hey, it's loads of fun.Besides, we like leaping around and sticking to things.
★★★★

GOBLINS 3
Coktel Vision £34.99

AP34 77% JN
Features some of the most appealingly useless characters ever seen in a point and click puzzler. Your role is more of a godlike overseer rather than any particular character, with your main task being to help Blount, the crap reporter research a story. Brilliant presentation peppered with beautiful animation and spot sound effect make this a non-stop comic bonanza which should have you laughing all the way to nowhere in particular until you reach the bank that is. ★★★

GUNSHIP 2000
MicroProse £35.99

AP28 85% CW
Apaches, Blackhawks, Super Cobras, Defenders, Kiowa Warriors – if high-powered helicopter combat sims are your game then *Gunship 2000's* probably your, er, name. Compared to the hugely popular original, this is very fast (even on a standard Amiga) with plenty of customisation options so you can tailor the tank-busting and chopper-downing entertainment to your own ability. And even the extensive pre-mission disk-swapping doesn't seem so bad. One of the top sims around.
★★★★★

HIRED GUNS
Psygnosis £29.99

04-56FE Tesseract
MC 128-7 CIM
Mech, 6 years
Combat-infantry series

AP30 88% SM
After a wait so long that it wasn't even funny any more, DMA Design's four-player *Dungeon Master* clone is here, and it's a winner. *Hired Guns* is big, it's hard, and you'll have to be pretty damn clever to make much of an impact on its gargantuan world. There's something here for everyone – a damn good game.
★★★★★

INNOCENT UNTIL CAUGHT
Psygnosis £29.99
AP35 81% CW
Psygnosis make an attempt at usurping *Monkey Island*, both for humour and likeability with their not so heroic hero, Jack T Ladd. Point and click adventure with some less than standard features, adds to the flavour of this inter-galactic romp. Your hero has only 28 days to cough up the equivalent of a planet's debt or else it's the equivalent of the Inland Revenue's Death Star. Recommendable.
★★★★

ISHAR 1200
Daze £29.99
AP29 84% DG

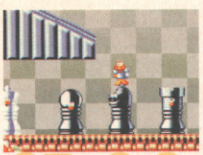
Thank you, little lads. Are you hiring ?

You want good graphics? If you've got an A1200, then it's always good to know that your gear's that little bit better than your neighbours, but although the A1200's extra palette adds to the pictures, it's still the same old game as the standard *Ishar*.
★★★★

ISHAR 2
Silmarils £29.99
AP28 79% JD

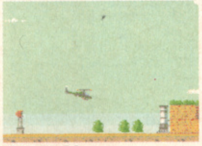
Despite all your efforts in the first instalment, doom's still stalking the land of Ishar – which is all the excuse you need to assemble a hearty band of adventurers and set off on a bizarre 3D walking-into-the-screen mission to collect the parts of a magical poem. Or something. It all adds up to a thoroughly professional RPG that'll please *Ishar* and other fantasy fans immensely. Fab graphics too.
★★★

JAMES POND 2 ROBOCOD (CD32 Version)
Millennium £29.99



AP32 45% SC
All very well in its day but on a brand spanking new format such as the CD32 this game looks old, tired and boring. No thank you.
★★

JET STRIKE
Rasputin Software £26.99

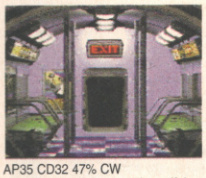


AP32 68% DG
A curiously nostalgic game that is reminiscent of mid '80s 8-bit games played on a Spectrum. You choose from a variety of planes and fly around shooting things, crashing into tall buildings and completing missions. The action is viewed from the side and the graphics are crap.
★★★

JURASSIC PARK A1200 VERSION
Ocean £27.99
AP33 71% SM

Blockbuster graphics, b-movie gameplay. Rather like the film you roam around the park rescuing small children and fighting off scary dinosaurs. The 3D sections inside the buildings are far and away the most fun with some genuine surprises lurking round the corners.
★★★

LABYRINTH OF TIME
Electronic Arts



AP35 CD32 47% CW
Imagine one of the most beautiful slide shows that you've ever seen on an Amiga. Then imagine a less interactive slide show. That just about sums up *Labyrinth*. You've got to save the earth or something equally as paltry and explore a connecting maze at the same time. Nothing can hide the fact that there's no gameplay, no atmosphere, and ultimately, no reason at all whatsoever to play the thing.★

LAMBORGHINI AMERICAN CHALLENGE
Titus £25

DAMAGE
DISTANCE

AP34 74% A500 80% A1200 SF
***Crazy Cars 3* with a Lamborghini. Race over 15 different circuits dispersed over the whole of the US of A. Earn money by winning races and gambling on the outcome. Spend the money on upgrading the car with the usual run of the mill improvements like new tyres and gearboxes etc. It's not anything you haven't seen before, but it's still capable of firing you up on all cylinders.★★★★**

LEGACY OF SORASIL
Gremlin £25.99

AP36 80% SM
Look, it's *Hero Quest 2*, alright? Perfectly fine and fun RPG hack-'em-up as it goes, but why not try *Sabre Team A1200* or *Laser Squad* (still) for something a bit zingier?
★★★

LEMMINGS 2 – THE TRIBES
Psygnosis £29.99

AP24 92% SC Top 100 No.8
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings* the Second rises above an already pretty damn spiffing original.
★★★★★

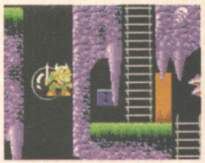
LIBERATION: CAPTIVE 2 (CD32 ONLY)
Mindscape £34.99

AP33 91% SF
The first game that really uses the CD32 to its full potential. Massive gameplay area, 4000 levels, hours of digitised speech and fairly horrible graphics (sadly). Guide your four androids around the city which is viewed in *Dungeon Master* style and, by picking up and following the clues, liberate the wrongly imprisoned.
★★★★★

LIBERATION
Mindscape £29.99

AP36 89% SM
They said it couldn't be done, but A500/600/1200 owners with 1.3 megs of free RAM can now play Tony Crowther's CD32 blockbuster from humble floppies. Apart from the sound, there's very little discernible difference between the CD32 and A1200 versions, and although the non-AGA machines simplify the graphics somewhat, the massive city with its captivating gameplay (cheers) remains pretty much intact.
★★★★★

THE LOST VIKINGS
Interplay £29.99
AP27 87% TT
Original. Cute. Addictive. Funny. Infuriating. Enjoyable. And 'brilliant'. These are just some of the adjectives which Tim 'Mr Vocabulary' Tucker used in his review of *The Lost Vikings*. And with good reason – with 37 levels of 3-character action, this is (at last) a platform-puzzler that really does something new for the genre. The controls are a bit odd, and the backgrounds could have been prettier, but generally this is a real platforming 'must-have'. ★★★★★



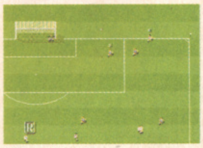
MAELSTROM
Empire £34.99
AP35 72% SM
A space opera management game which may well appeal to science fiction fans. Lots of groovy stuff in here to get your teeth into. You are Overlord of the most strategic planet in the galaxy. The big bad empire are out to conquer you. You must defend yourself effectively or else it's curtains. Gameplay is somewhat hindered by silly names and lack of an undo feature on the options.
★★★

SURVEY
MINE
CLOSE
PERSON

MAGIC BOY
Empire £25.99

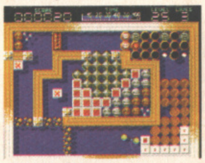
AP33 37%
We've seen it all before and we've seen it done better. *Magic Boy* is a very similar game to *Rainbow Islands*, only nowhere near as good. It's not all bad, it's got a few interesting bits and loads of secret rooms and all that, but the controls aren't too slick and the graphics are too small.
★

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS



Krisalis £29.99
AP36 62% (A1200 63%) SC
It's *Sensible Soccer*, but for *Kick Off* fans.
★★★

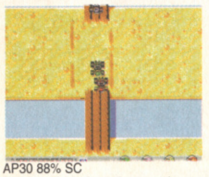
MEGA MOTION
Black Legend £9.99



AP35 75% SM
An original if somewhat hard to categorise puzzle game. 100 levels grouped into four difficulty types provides a nice balance for children and adults. Guide a Newtonian kinetic mimetic 'thing' to an exit. In between there are fiendishly placed obstacles and bombs in your path which have to be negotiated and blown up. The down side is that once a level has been completed, you're not going to go back to it. ★★★

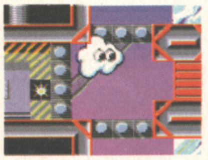
MICROCOSM (CD32 Version)
Psygnosis £44.99
AP36 44% SC
Hugely disappointing rehash of *Space Harrier* that's neither as pretty as we'd hoped or as interactive as we'd been told. The animated intro's impressive, but 45 quid is about a fiver for every minute's entertainment this'll give you before you get utterly bored. ★

MICRO MACHINES
Code Masters £25.99



AP30 88% SC
Finally arriving from those pesky consoles, this is certainly the most original, and just as certainly the best, overhead-view racing game the Amiga's ever seen. A wide variety of settings and vehicles with very real handling differences means the chances of you ever getting bored of *Micro Machines* are about the same as of *Sonic The Hedgehog* getting converted to the Spectrum.
★★★★★

MORPH
Millennium £25.99

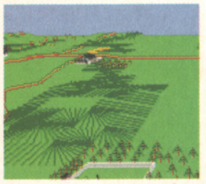


AP27 86% TT
Previously titled *Metamorphosis*, this is a zany platform-puzzler – with a twist. And a turn, and an impromptu lesson in thermodynamics thrown in for good measure. You're a collection of molecules that can change state (into a solid, gas, liquid, or whatever) in order to solve puzzles and then change state again – and so on. Well-designed puzzles and cute graphics make it hugely addictive – and that's what it's all about. Oi. ★★★★

MORTAL KOMBAT
Virgin £29.99

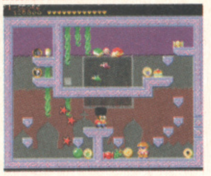
AP33 86% SC
Surprisingly excellent conversion that must make the Amiga version far and away the most playable and enjoying. Thrash, maim and destroy your opponents and move on up to eventually face the thing with four arms and finally the evil overlord, or something. Easy to control, good enough graphics and those exciting spurts of blood all add up to lots of fun, fun, fun, fun, fun.
★★★★★

NAPOLEONICS
On-Line £34.99



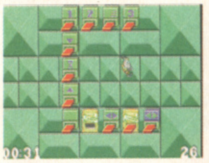
AP30 22% DG
Unutterably awful wargame for dreary anally-retentive psychopaths with dysfunctional personalities.
★

NAUGHTY ONES
Interactivision £25.99



AP36 90% SC
A fabulously loveable single-screen arcade platformer following in the traditions of *Bubble Bobble*, *Parasol Stars* etc. Dozens of stages, formidable difficulty and lovely to play. Just the way we like 'em.
★★★★★

ONE STEP BEYOND
Ocean £19.99

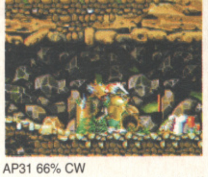


AP29 87% CW
QUAVERS star, Colin 'QUAVERS' Curly is the only character in this platformy puzzler type thing featuring sliding platforms and QUAVERS. You may feel that having QUAVERS in a game is a tad needless and merely an excuse to advertise QUAVERS, and you'd be right. However, QUAVERS aside, it's still a groovy and fun and funky and taxing and, and... lots of other Good Things sort of puzzle game that needs you to think AND react quickly. Oh, and did we remember to mention QUAVERS?
★★★★★

OSCAR (CD32 Version)
Flair £25.99

AP32 51% SC
Dull, generic, derivative and thoroughly mediocre. *Oscar* has a few nice ideas scattered about its many levels but they are far too few and too far apart. ★★

OSCAR
Flair £25.99



AP31 66% CW
Yet another game that's hyping itself as THE game of the year, which means that it's got much further to fall when you knock it off its perch. Oscar's basically just a cute character to replace the slightly nauseous troll that featured in Flair's previous platformer, but apart from this cosmetic change, the gameplay's exactly the same as *Trolls*. What's odd is that in trying to make it look better, they've produced a messy playing area that hides baddies, and a game that generally suffers from that unforgivable platform trait of enemies re-appearing when you've killed them. Not by any definition a memorable game.★★★

OVERDRIVE
Team 17 £25.99

AP31 46% SC
The game that's been hyped as the mother of all overhead racing games turned out to be a tad mediocre and not really worth the wait. This lacklustre attempt from Team 17 fares even worse because of the sheer wonderfulness of *Micro Machines*, which beats it on every count. Hands down.
★★

OVERKILL
Mindscape £19.99

AP30 84% SC
Fast and sexy A1200-only *Defender* derivative for slightly more exciting anally-retentive psychopaths with dysfunctional personalities. ★★★★

THE PATRICIAN
Daze £29.99

AP29 54% JD
All those of you out there who are really into the Hanseatic League of merchants who traded across Europe in the 13th and 14th Centuries are in for a real treat with this one. Although you trade across the world, marry for status and money and fight off pirates, all the action seems to be fixed in Europe, and the intricately animated graphics don't really detract from the big question – is there anyone out there who's going to be interested in this?
★★

PERIHELION
Psygnosis £29.99
AP36 77% CL

Overwhelmingly orange RPG, a bit like a less-accessible version of *Laser Squad*. The graphics are pretty (in an orange kind of way), the onscreen text's a bit difficult to read (because of all the orange, probably), and the gameplay's a bit orange. Er, unoriginal. But it's okay. If you like, etc. ★★★

PINBALL FANTASIES (A1200 VERSION)

21st Century £29.99
AP32 91% JN
Bigger, better, smoother, faster, wider, wittier, etc, etc. Well, the graphics are even more gorgeous anyway. ★★★★★

PINBALL FANTASIES (CD32 Version)

21st Century £29.99
AP32 90% SC
Nothing much new here, a couple of extra tunes and more colours. It's still just about the dandiest thing you can get for your new console though.
★★★★★

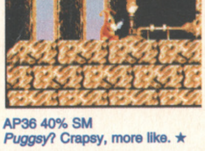
PIRATES! GOLD
Microprose £29.99

AP35 74% CD32 SC
Yo ho ho and a bottle of rum, pieces of eight and shiver me timbers are all phrases which will slip off your tongue when you play *Pirates! Gold*. It's basically just a re-release of *Pirates!* with tarted up graphics. Despite the basic framework, it manages to hoist your mainbrace and rope you into its rigging. Certain aspects are unnecessarily tedious and the combat system is too simple. Despite that, it's still a jig of a game.
★★★

PRIME MOVER
Psygnosis £25.99

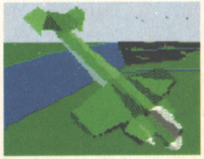
AP32 22% SC
Bad music, nasty noises, crap controls and years of boredom and frustration are yours if you buy this piece of motorbiking nonsense from 'ought to know better' Psygnosis – so don't. ★

PUGGSY
Psygnosis £29.99



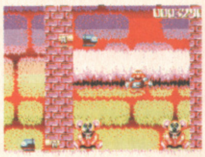
AP36 40% SM
***Puggsy*? Crapsy, more like. ★**

REACH FOR THE SKIES
Virgin £30.99
AP27 80% DG



Shockingly expensive but surprisingly accessible WW2 flight sim – with the added bonus of a strategy section that's actually worth playing. Top-notch high-speed flying sequences, with not too much realism to get in the way of having fun. ★★★

ROBOCOD ENHANCED 1200 VERSION
Millennium £24.99



AP28 84% TT
Now, depending on who you believe, *Robocod* is either "THE platform cutie to beat all platform cuties" (Tim Tucker) or just "pretty damn dull" (Stuart Campbell). Either way, only a fool would try to deny that this version has loads more colours, lovelier backgrounds and five bonus levels. By all accounts, this is £25 well spent if you don't already have the ordinary *Robocod* game, but probably not worth it if you do. Or if your name happens to be Stuart Campbell, say.
★★★

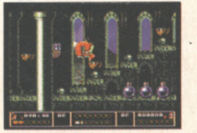
THE RYDER CUP A1200
Ocean £29.99

AP35 77% CW
The *Ishar 2* of golf games. You'd never guess it from the name, but this covers the annual tournament between the golfers of Europe and the loud-mouthed cap-toothed prima donnas of America; the Ryder cup. The tournament inclusion lets you play with and against your friends in teams. Golf purists and other sensible trouser-wearers would probably be best advised to search out Nick Faldo's computer golf incarnation.
★★★

SABRE TEAM A1200 VERSION
Krisalis £29.99
AP35 89% CW

A *Laser Squad* variant, but this time using real computer people. Not only does it look better than the aforementioned game due to the AGA enhanced graphics, it also plays better. Movement is now much quicker and a whole mission can be played proficiently in an hour or so. Considering the action, strategy and planning required, this is one game that will be greatly enhanced by the release of extra mission disks.
★★★★★

SECOND SAMURAI A1200
Psygnosis £29.99



AP36 89% CW
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.
★★★★★

SECOND SAMURAI
Psygnosis £29.99

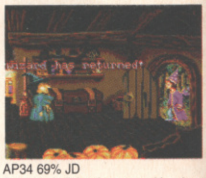
AP32 90% JN
After *First Samurai* comes, er, *Second Samurai*. And a jolly good platform game it is too. Crammed full of super sounds, gripping graphics, perplexing puzzles and enigmatic enemies it will take you an age to complete. There are three worlds, each with four levels and every new level is just that bit more difficult than the last, making for a classically addictive game. *Second Samurai* stands head and shoulders above the majority of boring platformers, it has all the obligatory features such as bonus rooms and bosses but somehow has more style.
★★★★★

SEEK AND DESTROY
Vision Software £19.99
AP32 79% SM
Putting you in command of an Apache helicopter this game is viewed from above and scrolls in every direction. Armed with a chain gun, Fire and Forget Air Rockets, Air-to-air intercept missiles, Air-to-ground missiles, Napalm and with the ability to call up an air strike when you need extra help, you have a variety of missions to complete. It's fast, fun and extremely difficult. It's got good noises and dull graphics.
★★★

SIM CITY DELUXE
Infogrames £29.99

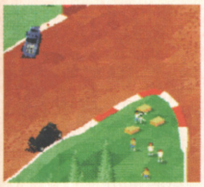
AP25 92% SC Top 100 No.11
The one true god among god sims, now repackaged in this special 'Deluxe' edition, which just means you get the original game plus the *Terrain Editor* and *Architecture 1* add-on disks for your thirty quid. Yes, thirty quid – and that's our main objection. The game's as marvellous as it ever was, but frankly over-priced in this format.
★★★★★

SIMON THE SORCERER
Adventure Soft £34.99



AP34 69% JD
Point and click adventure with a 'spot the fairytale' feel about it. Suffers from the usual 'interactive' pitfalls i.e. you spend a lot of time scanning the screen with the pointer to see if anything registers. Peppered throughout with utterly forgettable jokes and suffers from the early text adventure syndrome of 'can't do that' messages. Fans of the Brothers Grimm and CS Lewis may like it. Everyone else should avoid.
★★★

SKIDMARKS
Mindscape £24.99
AP34 78% A500 80% A1200 SM
Fantastic little racing game



completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension. ★★★★

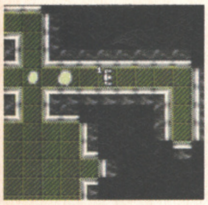
SNAPPERAZZI
Alternative £19.99

AP34 36% SM
Not good enough to be considered run-of-the-mill. This platformer puts you in charge of a demented looking tabloid reporter who has to snap celebrities for a living. The gameplay requires pixel perfect positioning and is further decremented by a nauseating colour cycling background. All in all, one to be missed even at the super soaraway price of £20. ★

SOCCER KID
Krisalis £29.99

AP29 88% SC
A game about a kid who likes soccer could only really be called one thing, and quite unsurprisingly this is it. Annoying music is the only thing that spoils this graphically gorgeous platform romping tale of a boy's attempt to rebuild the World Cup. The links between this and *Arabian Nights* are fairly obvious, but by reducing the inertia on the main character and giving him a football (with loads of special shots) those Krisalis boys have improved on their previous Far Eastern frolic.
★★★★★

SPACE HULK
EA £24.99



AP31 76% TT
An atmospheric conversion of the popular Games Workshop board game that pits a load of heavily armed and armoured space marines (you) against a swarming mass of evil 'Genestealer' aliens (the computer) aboard decaying space ships. It's a sort of strategy combat game, where you plan your assault on an overhead map view, and then creep around the corridors in a first-person *Dungeon Master* view. It's derivative of half-a-dozen games, but still fun and playable. ★★★

STARDUST
Daze £16.99
AP33 89% SC

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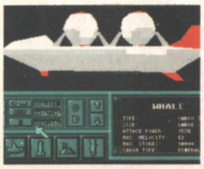
Superb looking and eminently enjoyable *Asteroids* with a thousand more levels, features and enhancements. Great music synchs amazingly well to the action and gets you totally involved. Gorgeous graphics pour out of the screen and into your eyes. This beauty will keep you blasting away for hours and hours. So buy it! ★★★★★

STAR TREK A1200

Mr. Scott
are off-line!

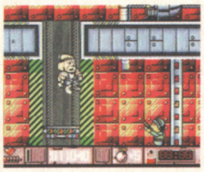
Interplay £34.99
AP34 62% DG
Even the most die-hard of fans will find this 25 year tribute disappointing. It's for A1200's with hard drives only. While this should have made the game nice and complex and able to run like a peach, it all comes down to the fact that the game is a series of mini adventures none of which offer enough to whet your interest beyond being slightly bored. ★★★

SUB
Thalamus £30



AP33 62% JN
A strategy game set in the aftermath of apocalyptic disaster. You control (can you guess?) a Submarine. You have to mine and trade and fight and generally rebuild your own miniature underwater civilisation. Sounds alright but it's all rather tedious unfortunately. ★★★

SUBURBAN COMMANDO
Alternative £24.99



AP33 62% SC
A mish-mash of various game styles with elements of shoot-em-up, beat-em-up and platform games. It's hugely derivative but not as bad as it could be. It stars Hulk Hogan too.
★★★

SUPER CAULDRON
Titus £25.99

AP27 26% SC
A major let-down after the earlier *Cauldron* games, and, indeed, some genuinely good stuff from the Titus crew. What's wrong with it? Well, pretty much everything, in fact. You'd have more fun playing with a real cauldron. Of soup. ★

SYNDICATE
Electronic Arts £34.99

**AP28 91% (93% on A1200) TT
Four super pals have an exciting time sightseeing in the cities of the future, a golden land of opportunity and adventure. Oh, and I guess I should also mention the cyborgs, the crime syndicates, the horrifying selection of close-quarter firearms and the almost limitless opportunities for ridiculously sadistic violence. Yup, Bullfrog have hit the mark again with an extraordinarily absorbing strategy/god sim/shoot-'em-up, borrowing heavily from everything from Blade Runner (the film) to *3D Ant Attack* (on the Spectrum). And does it work as a coherent whole? You betcha. ★★★★★**

T2 – THE ARCADE GAME
Virgin £25.99

TERMINATOR: ONE
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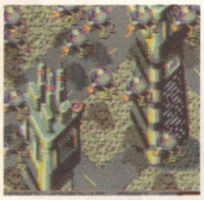
AP33 57% SC
It's a shooting gallery fest with all your favourites from the movie. Well actually it's all your favourite bits from the far future bit of the movie. Armies of terminators come storming towards you and you shoot them all. And, er, then armies of terminators sprint across the screen and you shoot them all. And, er, so on...
★★

THEATRE OF DEATH
Psygnosis £29.99



AP31 61% DG
There's something ever so slightly wrong with this control-squads-of-little-soldiers-around-and kill-the-other-guys game. Maybe it's the awkward isometric graphics that make it look as if all the roads go uphill, maybe it's the annoying control system that involves switching between map screens and battle areas every few seconds, or maybe it's the amateurish gunfire effect that's little more than a line drawn between the soldier and the target. There's plenty of heavy weaponry and gore spread across loads of different playing areas, but it's no *Cannon Fodder,* is it?
★★★

THE SETTLERS
Kompart £34.99

AP32 88% (A1200 90%) CW
An absorbing economic simulation with cute cartoon characters? Well, yes. Build a castle, a butchers, a bakers, a farm, a windmill and a host of other buildings and watch the tiny inhabitants scurry around building, baking, butchering, farming and a host of other things. Then take over other settlers with your knights and you've won. ★★★★★

TOM LANDRY STRATEGY FOOTBALL
Merit £44.99
AP26 77% TT
Excellent American Football strategy game, second only to the combined

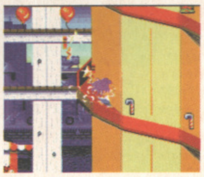
QTR 1 14:18
1ST AND 10

strategy/action angle of the mighty *John Madden* (of course). All the facts, figures and stats you could ever need are here, plus some pretty funky animations of players following your plays, and uninhibited advice from Mr Landry himself. Shame there's no league table, but otherwise excellent end-zone entertainment for all you gridiron fans out there.
★★★★

TORNADO
Digital Integration £34.99

AP35 78% A500, 82% A1200 CL
Probably as in-depth as flying the real thing. There are well over 100 buttons to press, which when pressed will engage your terrain-hugging Tornado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry. ★★★

TROLLS (ENHANCED 1200 VERSION)
Flair £25.99

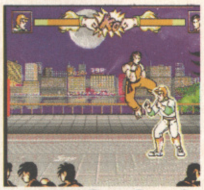


AP27 86% TT
What's the cutest thing you can think of? Now DOUBLE IT. Yes, if you thought that the ordinary *Trolls* was just-so-ever-so-sweet-and-lovely-and-nice then – well, you ain't seen nothin' yet. The enhanced A1200 version has positively the most gorgeous parallax-scrolling backgrounds ever seen in an Amiga game, and what's more they don't get in the way of the action or slow things down at all. If you like platformers, then this is what you bought an A1200 for.
★★★★

TURRICAN 3
Renegade £25.99

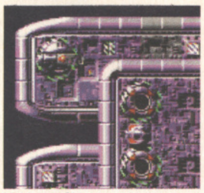
AP31 67% CW
Nah, they're not fooling anyone with this one. It's *Turrican 2* again, only with a funny new rope attachment that allows you to swing from platforms and leap bottomless ravines. If you liked *Turrican 2,* then the chances are that you'll like this, because it's the same game. If you didn't like *Turrican 2* then you'll hate this for all the same reasons.
★★★

TUBE WARRIORS A1200
Dynabyte, £25.99



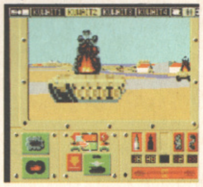
**AP36 12% SC
Horrible beat-'em-up that makes about as much use of the A1200 as my granny does when she's going shopping. For vegetables.
★**

URIDIUM 2
Renegade £25.99



AP31 78% SM
Andrew Braybrook's classic game of shooting the hell out of monster spaceships just got that little bit better, and that's about all really. The differences between this new version and the original are miniscule, with a small amount of vertical scrolling, and an all-round slicker feel, and although there's a new sub-game once you're inside the ship, it's fairly tiresome and dull and not really worth the effort. Not so much a sequel as version 1 point 2.
★★★★

WAR IN THE GULF
Empire £29.99



AP28 85% CW
Yup, it's those tank-driving tearaways from *Team Yankee* and *Pacific Islands* again, this time taking their very own brand of armour-plated justice to a future war in the lucratively oil-producing Persian Gulf. There's a marvellous overhead-map-view strategy aspect, a 3D looking-out-the-turret shoot-'em-up view, and simply loads of high-powered tank warfare features to keep you thoroughly entertained – well at least until they get around to televising the next episode of the real thing.
★★★★

WHALE'S VOYAGE
Flair £29.99

I AM NOT INTERESTED IN TALKING TO YOU
TO SELECTED PERSON

AP27 59% CW
Hugely sophisticated RPG/adventure, sometimes similar to the *Eye Of The Beholder/Dungeon Master* school, but set in a spacey sci-fi scenario (the 'Whale' of the title is a spaceship, by the way). Nicely put together (despite being frustratingly hard to get started with), but somehow lacking in sparkle.
★★

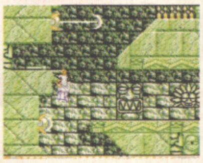
WIZ 'N' LIZ
Psygnosis £29.99

WIZ-00003250 ×2 BONUS

AP31 SC 78%
Deliberately aimed at the, erm, youth end of the market, *Wiz 'N' Liz's* confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun. Surprisingly.
★★★

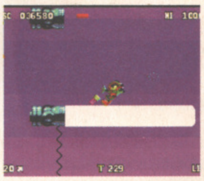
WINTER OLYMPICS
**US Gold, £32.99
AP36 48% SC
Crap, over-easy and largely incomprehensible snowbound sports sim. It's been done better before, and even if it hadn't you'd be a bit daft to part with 33 quid for this effort.
★**

YO! JOE!
Hudson Soft £26.99



**AP28 91% SC
Gorgeously extensive platformer, featuring the wide-ranging adventures of the eponymous Joe and his friend Nat. Just like Hudson Soft's previous high-quality output, the whole thing's characterised by an astonishing attention to detail, with beautifully-designed levels, excellent effects, loads of excellent weapons (including a chainsaw and chuckable Molotov cocktails) *plus* a simultaneous two-player mode – it's not perfect, but it's nice to see people trying. Attention to detail, see? That's the key to a good game. Yes.
★★★★★**

ZOOL 2
Gremlin £25.99



AP33 86% SM
It's good to know that there are platformers out there that look and feel good to play. The programmers of this beauty have really let their imaginations go and stretched the platform genre to its limits. Beautiful animations, stunning backgrounds and playability by the bucket full. *Zool 2* is well worth buying.
★★★★

the

The so-called, self-styled 'New World Order' imposed by the brutal hands of our new editor and publisher has not reached the Secret Garden. It will.

SOFTWARE FOR SALE

Lemmings 2, Putty, Mega-Lo-Mania, £10 each. Plus bargain box 22 games for £50. PS. Wanted *Five Nations Rugby* by Audiogenic.
Max Rushden
0223-327222

Graham Taylor's, Sensi-Soccer, Monkey Island 2, Jimmy White's, Street Fighter 2, Rainbow Islands, Jack Nicklaus, James Pond, Sim City, Populous, Bitmap Bros 1, Turrican 2, Parasol & more.
Sensible Geldhill
0434-601845

Dino Dini's Goal £10 and *Shadow Warriors* £3 or £12 the lot.
Martin Woodhead
0484-718781

Elite 2, Micro Machines, Cannon Fodder, Sensible Soccer, Syndicate all £10. *Utopia, Space Crusade, Harlequin, Blues Brothers* all £5 (or £60 the lot).
Charlie Lines
0705-585521

Soccer Mania (4 games): *Football Manager 2, Gazza's Super Soccer, Football Manager World Cup Edition* and *Microprose Soccer.* Boxed original – reasonable offer or will swap.
Thomas Brown
0609-780714

CD32 games: *Wing Commander* & *Dangerous Streets* £20, *Pirates! Gold* £15, *Castles 2* £15 or will consider swaps.
Andrew Cockburn
0289-331471

Frontier, Syndicate, Desert Strike, all £15 plus many others cheaper. All boxed originals.
George Amor
0844-346976

Amiga games, excellent condition, boxed with instructions – *Superfrog, Dynablaster* & *Robocop 3,* only £10 each. Also *Nightbreed* (no box) only £3.
Mark Turner
0703-767556

Man United, Test Drive 2 & *Voyager* £3 each. *Red Zone* £5.
David Sully
0637-871932

The following £10-£15: *Robocop 3, Premiere, Super Space Invaders, Lotus Turbo 2 & 3, Populous 2* and chart comp.
David Norton
0440-708312

Frontier, F1, Goal, B-17 Flying Fortress, Wing Commander £15 each or swap for *Syndicate, Micro Machines.*
Surrogate Swan
0865-60730

Lotus, Speedball 2, Super Monaco GP, Cisco Heat, Hook, Switchblade 2, Blues Brothers, Striker, Kings Quest 3, Crazy Cars 3, Rugby: The World Cup. £5 each.
Paul Burdess
091-5170512

Batman, Outlaw, RBI, Baseball 2, Supercars, R-Type, Turrican, Gauntlet 2, Robocop 3, Kick Off 2, Back to the Future 2 & 3, Final Whistle, Gladiators, Days of Thunder, Captain Blood, Lords of the Rising Sun, Barbarian 2.
Harbyn Tozer
0454-773698

Lemmings, Lemmings 2, Sensible Soccer 92/93 (on floppy disks), and CD32 *Zool, Diggers* and *Oscar.*
James Wylie
0365-323964

MicroProse Grand Prix £10, *Project-X* £4, *Alien Breed 92* £4, *Boxing Manager* £4, *Air Supply* £4, *Body Blows v2* £8, *Special Forces* £12. All boxed originals.
Julian Smith
0742-438542

Desert Strike £15, *Flashback* £16, *Mortal Kombat* £19, *Zool A1200* £15. All original good condition.
Mark Willis
0963-220 753

Zool, Assassin, Sleepwalker £14 ono, *Syndicate* £18, *Rainbow Islands, Pang, Magicland Dizzy, Alien Breed 92* £5.
Andrew Wakeling
0284-810557

For Sale, CD32 games: *Sensible Soccer, Now Games 1* & *Castles 2* £15 each or £40 the lot.
Philip Carl White
0785-226711

Lots of boxed original games to sell (cheap) or swap. All work on 1.3.
Christopher Marsh
0302-820060

I have *Premier Manager* and *Premiere* – £8 each or £14 for both. I also have *RVF Honda* and *Tower of Babel* for £5 each, or £8 for both – all originals.
Richard Stevenson
091-268 2448

Aquaventura, Last Ninja 3, Soccer Stars £12 each. *Spike in Transilvania, Arnie 2, F-29 Retaliator* £5 each. *Falcon* £10 or the lot for £50.
David Garden
0253-770260

A500 1Mb, TV modulator, 60ish demos, 15 full games inc. *Sensi, Monkey Island 2, Sim City, Populous,* 40+ Amiga mags. £300 o.n.o.
Stephanie Culedhill
0434-601845

HARDWARE FOR SALE

GVP HD for A500+, 4Mb RAM, PC286 emulator, hand scanner, serious software. All boxed. £400 ono.
Steven Harrison
061-368 9325

A500+, 2 Meg upgrade, Bug joystick, all accessories and software inc. *D-Paint 3, Syndicate, Hired Guns* and more. £275 ono.
Dean Thomas
0225-330221

A500+ with 1Mb upgrade, Philips monitor, Cumana drive and £400 of games. Not only that, but also £170 of extras, including a Game Gear and three games. £650 ono.
Simon Mayle
0483-273242

A500+, hard drive and games. £350 ono.
Stuart Bee
0752-784188

A1200, 63 Mb HD and £300 of software. Boxed as new. £550.
Karl Williams
0341-49677

A500 with 0.5 Meg upgrade. Good condition, many games and coverdisks. £150.
Kamikaze Hughes
081-302 3765

Power Amiga! 3Mb RAM, 20Mb HD, Cumana external floppy drive, stereo speakers, 2 joysticks, loads of software. £350.
Tony Reeves
0480-425194

Amstrad CPC 6128, monitor, Zip-stick and 60+ games. PC, hard drive with *Wordperfect* installed, DOS 3.30 and colour monitor. Offers please.
Piers Tussaud
0206-272260

A600, 2Mb, two joysticks and over £300 of games. All boxed as new. £250 ono.
Kevin Simpson
091-5495744

CDTV, external disk drive, joypad and over 40 games. Three months old. £170 ono.
Mr Burn
091-2510134

A600 and Cumana external drive with two joysticks and loads of games. £250 ono.
Lee Scullion
081-5286657

A500+ 1 Mb inc printer, games, mags, demos. £300.
Neil Marshall
0635-278434

WANTED

Desperately wanted – *Captive.* Original with instructions only. Will pay sensible amount.
Tom Potter
0442-255197

Virus, Sentinel, Hybris, Necronom, Hostile, Breed, Rubicon, Nebulus 2, Cavitas, Amiga Format subscribers disk 5, Mac Format issues 1 & 2 with disks.
Bill Bulloch
0695-22799 after 6PM

Any Wonder Stuff singles on VINYL. Especially Wonderful Day EP & Who Wants to be the Disco King etc. Top prices paid!
Noel Beaton
0670-519215

688 Attack Sub (complete with book). *Judge Dredd, Das Boot* (complete with book). Will pay reasonable price.
John Armstrong
091-265 2252

I will pay around £150, or more if top quality, for a 24 pin colour printer. Must be good condition.
Mark Wills
0903-220753

Original *Battle Chess*, NOT *Battle Chess 2.* Will pay £10. Originals only.
Alexis Vallance
0200-441891

secret garden

Super Monaco GP. Will pay £5 for a boxed original or swap for *Pushover*.
Dominic/Adam Hepton
0274-817079

130Mb Overdrive, ext disk drive, printer for A1200. Money awaiting best offer.
Robert Wilson
0705-654879

Overdrive hard drive, probably 20 or 30 Mb, muxt be excellent condition, must be boxed with instructions and any extras.
Joseph Robertson
0450-88215

Championship Manager 93 or *Premier Manager 2* boxed with instructions. Will pay any reasonable price.
Thomas Brown
0609-780714

SWAPS

A600, 17+ games worth £200 for A1200 with one game.
Michael Copland
0272-691437

Street Fighter 2 for *Premier Manager, Goal, Flashback, Chaos Engine, Monkey Island 2, Darkseed.*
Ben Lister
0647-40891

My *Syndicate, Pinball Dreams, F1GP, New Zealand Story* for *History Line 1869, BAT2, Elite, Sentinel, Deuteros.*
Allan Brown
071-793 1185

Dogfight for either *History Line* or *Syndicate* or maybe *Cannon Fodder*.
Damian Todd
0935-32577

Monkey Island 2 for *Indiana Jones Fate of Atlantis*. Also *Push Over* – *Putty* £7 each.
Nigel Hicks
0424-214517

My *Flashback, Beast 2, Nightbreed, BTTF2* or *Days of Thunder*, for *Lemmings 2, Cannon Fodder* or *Sensi-Soccer* (any edition). Will do 2 for 1 in above cases.
Robert Crabb
0249-814709

Chaos Engine, Street Fighter 2 or *F1GP* for *Syndicate, Gunship 2000* or *Combat Air Patrol*. All boxed originals.
Mark Lowe
0795-665540

My *Historyline, Mega-lo-Mania* for *Indy FOA* (adventure), *Monkey Island 2* or *Dynablaster.*
Robert Offer
091-5227057

Advanced Gravis switch joystick boxed as new for either *Kingmaker, 1869* or *Patrician.* Boxed originals with instructions.
Paul Wadland
0304-241073

My *Grand Prix* (MicroProse) and *FA-18 Interceptor* for *Cool Spot* or *Battle Isle 93* or even *Gunship 2000*. Boxed originals with instructions please.
Alasdair Murray
041-942 4062

Terminator 2 for *Judge Dredd* or a good game (platform/wargame).
Daniel Riley
0706-219497

I have *Lemmings 2* & *Space Hulk*. Will swap for *Sabre Team* and *Shadowlands*. Must work on the 600.
Tim Degler
0535-603519

My *KGB, Wizkid, Monkey Island 2, Lost Vikings, Enchantia*, for *Gods, D/Generation, Another World, PGA Golf, Myth.* No pirates.
Bill Stanton
0268-270801

My *Addams Family, Thunderhawk, Hunter, Putty, Paperboy 2, Fire and Ice* or *Sensi 92/93* for your *F1GP, Skidmarks, Prem Manager 1* or *2.*
Jon Dickinson
0237-421528

Street Fighter 2, Wrestle Mania, Parasol Stars, for *Premier Manager 1* or *2, Graham Taylor's Football Championship Manager 93.*
Marc Berry
0268-680545

PEN-PALS

Freedom Javier Dieguez
C/Venezuela 10-30-B
Vigo (Pontevendra)
Spain 36Z03
17 year old male specimen seeks male/female pen friend aged 16+. I've got an A1200 and like programming, graphic adventures and PD.

Roger Phillips
17 Borrowdale Drive
Warndon Estate
Worcester WR4 9HW
Contacts wanted worldwide! Any age, male/female, interested in games, programming. I'm an A600 owner and will answer all letters.

Gemma Viles
11 Glebe Close
Cooden, Bexhill-On-Sea
East Sussex TN39 3UY
Pen pals wanted aged around 15. I've got a Sega, Nintendo, Lynx, Amstrad and A1200. So write to meeeee!

Kevin Barry McKenzie
15 Canal Terrace
Muirtown
Inverness
Scotland IV3 6QQ
Penpals wanted aged 12-18. 100% reply.

Tim
33 Monks Rd
Lincoln
LN2 5HN
Free! New Amiga disk-mag. Just send a verify-formatted disk and stamped addressed envelope to the above address and I'll send it to you.

Aaron Daniels
25 Drovers Rise
Shepherds Grove Pk
Stanton
Suffolk IP31 2BW
17 year old A500 owner looking for overseas penpals aged 16+

Simon Garraway
35 Cobden Cres
Bitterne park
Southampton SO2 4EX
Amiga maniac wanted. Get pen to paper now! Must be 13.

James Scanlan
3 Wellclose Rise
Little London
Leeds
Amiga owner and Haddaway fan seeks similar male, female or small furry animal aged 12-16.

Kevin Doherty
12 Conifer Ave
Waterside
Londonderry
Northern Ireland BT47 1QD
I'm a 15 year old A600 owner looking for contacts. 100% reply. I like football.

Baber Mubarak
203M Gulberg 3
Lahore
Pakistan
Male or female wanted for penpalling all over the world. Don't delay, 100% reply.

Paul
125 Bexhill Rd
St Leonards on Sea
England
East Sussex TN38 8BG
Pen pals aged 14 to 25 wanted to swap games all around the world.

Chris Mac Holland
40 Range Bank
Claremont, Halifax
West Yorks HX3 6JR
I love life and life loves me. Be my pen pal to swap games and thoughts.

The Secret Garden is yours to use for free – but it is not for use by profit-making organisations or public domain libraries, so you're wasting your time writing to us – understand?. Send your completed coupons, stuck to the back of a postcard please, to:
The Secret Garden, AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2BW.

THE SECRET GARDEN

Name

Address

Postcode

Telephone Number

☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

WISH YOU WERE HERE

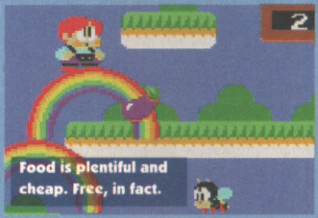
Islands have got a particular appeal for holiday destinations, haven't they? Not big old spoggy islands like the British Isles of course – they're a bit crap. No, we mean little islands, ones that you can stand on the beach and see both ends of. Ones with palm trees and thatched huts on stilts and men running down jetties to 'catch the last bus home'. But how many archipelagos go straight up? Only one, we reckon. So why don't you take a trip with us to...

NO. 4 THE RAINBOW ISLANDS

As the name suggests, the Rainbow Islands are a collection of seven atolls in the Lovely Sea. These coral outcrops are strung out in a circular belt encompassing Pretty Lagoon. The islands were originally named in Maori by the aboriginal inhabitants. These native islanders were gentle folk, fishermen and poets who loved their small world and poetically named the islands after the seven great stars of the southern skies. These trusting people greeted Western explorers with open arms in 1843, and were consequentally quite surprised (not to say just a tiny bit peeved) when they shot all their dodos for sport and then accidentally wiped out the entire population with smallpox 18 months later. In typically thoughtless Western style, these new residents renamed the atolls after the surviving fauna and things have been pretty strange on the Rainbow Islands ever since.

HOW TO GET THERE:

The Rainbow Islands are just a short boat trip from Rodland, so should you find yourself there on a business trip, we heartily recommend that you take the time out to go and visit. The boat trip is a delight in itself, with the small bright yellow boat pulled by teams of chatty blue ducks and captained by a wily and jolly old teddybear called Captain Roger Ahab. Qantas also run Lockheed KL-12 STOL turboprops out of Aukland, New Zealand, in a twice weekly service.



Food is plentiful and cheap. Free, in fact.

CLIMATE:

Although it's usually quite sunny, the weather can change quite quickly. Remember that only the vast expanse of the South Atlantic separates you from Antarctica, and brisk icy squalls can quickly blow in. We'd recommend that you wear something warm, yet stylish and comfortable. A T-shirt and dungarees, perhaps.

Also remember that you're on the so-called 'Ring of Fire' that encompasses most of the Pacific and Asia. The area's famed for frequent volcanic events, and the Rainbow Islands are often subject to intense oceanic geo-thermal activity. These sub-aqua eruptions force the sea to rise rapidly and at great speeds, so always keep an eye out for the highest point of each island.

LOCAL AMENITIES:

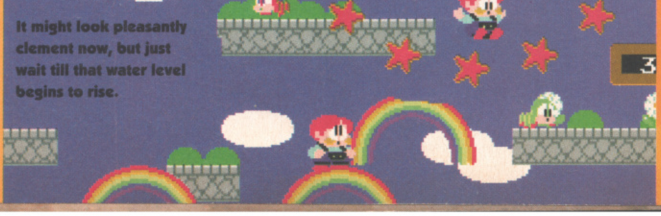
You simply must visit one of the numerous Magic Star Shops that litter

Graftgold
oration 1987.
A

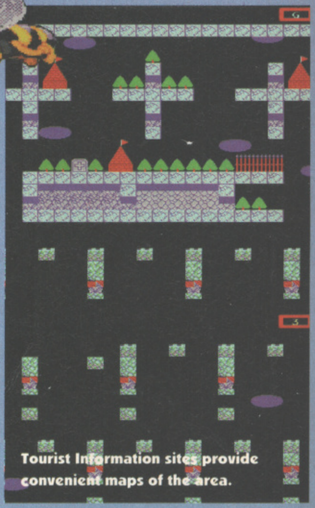
the islands. From these unique emporiums, you can procure finest quality secret stars which, when thrown, produce solid but impermanent rainbows. These are ever so handy for getting away from the waves as they rise up to your tender ankles, and can also be used for personal defence. Hidden rooms and gems also litter the islands, both signs of the brief but lucrative gem rush of 1901, during which these small islands were carved up by eager prospectors into the odd shapes they are today.

FLORA AND FAUNA:

There are quite a few unremarkable bushes all over the place, and a vast array of creatures, many (if not most) of which are deadly to the touch. Take a look at the islands' names and you'll have a rough idea of what to expect. Insect Island, for instance, has bees, beetles and spiders, while as Monster Island has werewolves, ghosts and is run by the fearsome (but still kinda cute) Dracura. Only brave big game-hunting holiday makers should go anywhere near that one.



It might look pleasantly clement now, but just wait till that water level begins to rise.



Tourist Information sites provide convenient maps of the area.

BEACHES:

Miles and miles of 'em. Of course, they're submerged in scalding sulphuric oceans, but they're there all the same. Actually, maybe the fathoms of hostile, chemical-laced water between them and the surface makes them something other than beaches. Sand bars, perhaps.

ENTERTAINMENT:

Running for your life from the boiling sea is further livened up by frequent attacks from the local wildlife. You can, of course, kill these by surrounding them with your magic rainbows, and if you can be bothered to stop and pick up the gems that are lying around, you could end up with a very big, erm, gem collection. If all that sounds like entertainment to you, then this truly is the holiday stopover of your dreams.

ACCOMODATION:

Nope. Sorry.

TRANSPORT:

Feet and Rainbows.

COST:

Maybe it's because of the unpredictable seismic activity, or maybe it's down to the aggressive livestock that prowl these islands. Whatever the reason, tourism never really caught on in the Rainbow Islands, and consequently they're in the same bargain basement price band that Krakatoa was in 1911 or Nagasaki was in 1945. Purchasing through the Hit Squad, a visit for as long as you can handle costs just £7.99. Don't delay, book today.

PRIZE LINES

● YOUR CHANCE TO WIN FANTASTIC PRIZES JUST BY ●
● CALLING OUR TELEPHONE NUMBERS BELOW ●

YOU CAN WIN THIS FANTASTIC MOUNTAIN BIKE
DIAL 0891 111104
WIN A SEGA MEGADRIVE
NO TIE BREAKERS
NO TIE BREAKERS
DIAL 0891 111103
TWO THOUSAND POUNDS COULD BE YOURS
CALL OUR HOTLINE NOW: 0891 111105
DIAL 0891 111106
WIN THE TOP 50 C.D.s
EASY TO ENTER WITH NO NASTY TIE BREAKERS
DIAL 0891 111102
WIN AN AMSTRAD P.C.

Max. duration 7.5 mins with multi-choice answers. If you don't pay the phone bill get permission from who does. Calls cost 39p a min. cheap rate or 49p a min. at all other times. Max cost £3.68. Rules/winners free by post from EarthBound, Enterprise House, High Street, Newcastle NE15 8LN. Winner picked at random on closing dates 20/6/94 to be notified by post.

SIERRA SOCCER
World Challenge Edition

THE BEST OF SOCCER ON AMIGA!

Amigas, Soccer and Sierra have come together in a dynamic coktail of excitement and entertainment to bring you a whole new ball game!

World teams, whose players each have six defined abilities, play incredibly realistic football matches on your screen. Dribbling, after-touch, heading, slide-tackling and the most amazing shots await all who dare pitch their skills in this World Challenge arena.

Do you have the skill to win the Cup ? Play it. Be overawed.
Then play it again, and again...

Features:

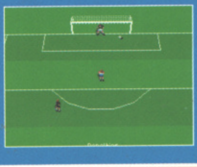
- 1 to 8 players
- Adjustable game duration of 2 to 20 minutes
- Over 500 team members, each with own ability levels
- 26 of the World's top teams
- Option to create over 40 new teams
- In-game substitution and formation changes
- VCR replay includes slow-motion and freeze-frame
- Digital sound effects and speech
- Over 4000 animated player images
- Penalty shoot-outs
- Ref, linesmen, physiotherapists and stretcher teams
- And much, much more...!

Compatible with all Amigas including A500, A600, A1200.

A Dynamix *Production*

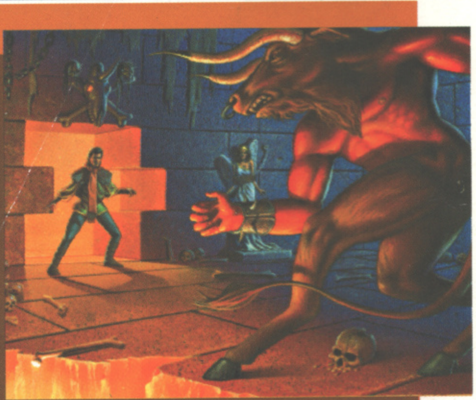
PART OF THE SIERRA FAMILY

Teams Selection-Player 5



Belgium 1:0 Cameroon

The legendary
King's Quest VI



HERE AT LAST FOR THE AMIGA!

In this timeless tale, you help the shipwrecked Prince Alexander make his way across a series of mysterious islands in search of a princess in peril. You'll need all your wits and imagination to overcome the gauntlet of baffling puzzles and fanstastic creatures that block you on your quest. Every choice you make can affect your future options and the attitudes of the many characters you'll encounter. Depending on your skill and the paths you follow, your adventure can end in many different ways....

Features:

- More puzzles and a greater variety of challenges than any King's Quest episode.
- The biggest adventure game ever seen on the Amiga! Endless hours of gameplay guaranteed!
- Game fully adapted for the Amiga, offering exceptionally fluid animations.
- Beautiful graphics in 256 colours or 32 colours.
- Multiple paths: your choices determine the story's ending.
- 40% of the game is fully optional. An adventure so vast, you may never see it all!
- Very user-friendly point-and-click interface.
- Special music adapted for the Amiga.

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